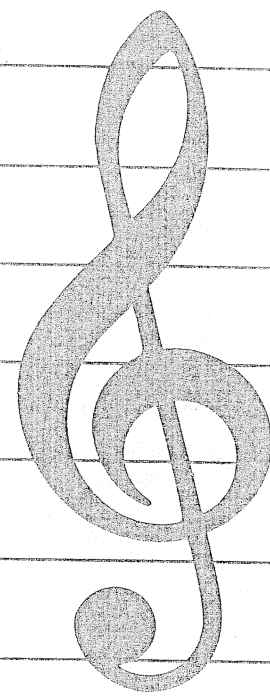
Technics

KEYBOARD

SX-KN550
SX-KN650
SX-KN570



ENGLISH

EK EP MC PA X XD XL XM XR XS

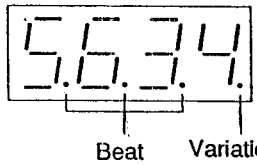
QQTG0126A

Preliminary

Technics

SX-KN570

ENGLISH



Beat Variation

Beat	Dot indication		
1st	●	●	●
2nd	●	○	○
3rd	○	●	○
4th	○	○	●

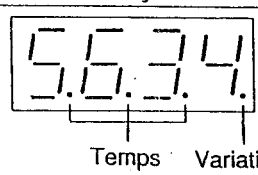
Except for the following, the features and operation of model KN570 are the same as model KN550. Therefore, please refer to the sections pertaining to model KN550 in the included Owner's Manual.

Variation
Each sound also has a variation sound that you can select by using the Ⓐ and Ⓥ buttons in the **SOUND/VARIATION SELECT** section.

- When the variation sound is selected, the **VARIATION** indicator dot on the display is lit.
- For details concerning the variation sounds, please refer to the separate booklet.

Beat
While the rhythm is playing, the beat is shown on the display as illustrated at left.

FRANÇAIS



Temps Variation

Temps	Points-témoins		
1er	●	●	●
2e	●	○	○
3e	○	●	○
4e	○	○	●

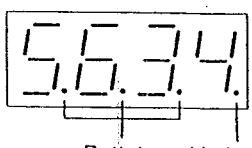
Sauf pour ce qui suit, les fonctions et l'utilisation du modèle KN570 sont les mêmes que pour le modèle KN550. Référez-vous par suite, aux sections pour le modèle KN550 dans le mode d'emploi fourni.

Variation
Chaque sonorité dispose d'une variation accesible au moyen des boutons Ⓐ et Ⓥ de la section **SOUND/VARIATION SELECT.**

- Lorsque la variation d'une sonorité est selectionnée, le point-témoin de l'affichage s'allume.
- Pour plus de détails sur les variations de sénorite référez-vous à la brochure séparée.

Temps
Pendant la reproduction du motif rythmique les temps de la mesure indiqués sur l'écran comme il est illustré à gauche.

ITALIANO



Battuta Variazione

Battuta	Indicazione con punto		
Prima	●	●	●
Seconda	●	○	○
Terza	○	●	○
Quarta	○	○	●

A parte quanto segue, le caratteristiche e il funzionamento del modello KN570 sono le stesse del modello KN550. Vogliate pertanto consultare le istruzioni per l'uso per le sezioni riguardanti il modello KN550.

Variazione
Ogni singolo suono possiede anche una variazione che può essere selezionata usando i pulsanti Ⓐ e Ⓥ nella sezione **SOUND/VARIATION SELECT.**

- Quando viene selezionato il suono variazione, sul display illuminato il punto che indica la **VARIATION.**
- Vogliate consultare l'opuscolo a parte per le informazioni particolareggiate riguardanti i suoni variazione.

Battuta
Mentre il ritmo viene suonato, le battute vengono indicate a display, come da illustrazione a sinistra.

Technics

OWNER'S MANUAL

WARNING: TO REDUCE THE RISK OF FIRE OR ELECTRICAL SHOCK, DO NOT EXPOSE THIS PRODUCT TO RAIN OR MOISTURE.

BEFORE YOU PLAY, PLEASE READ THE CAUTIONARY COPY APPEARING ON PAGE 66.

FOR CANADA
This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus set out in the Radio Interference Regulations of the Canadian Department of Communications.

Before you play

For long and pleasurable use of this instrument, and to gain a thorough understanding of your KN Series Keyboard, it is strongly recommended that you read through this Owner's Manual.

The Owner's Manual is comprised of:

BASIC FUNCTIONS:	This section includes an explanation of basic procedures and points you should be aware of for proper operation of your instrument.
PRACTICAL APPLICATIONS:	This section comprises a detailed explanation of sounds, effects, rhythms, automatic accompaniment, **SEQUENCER**, **COMPOSER** (KN650), function-setting, and MIDI functions.
SOUND AND RHYTHM GUIDE: (separate booklet)	Reference guide for the contents of the **SOUND VARIATION** settings, **KEYBOARD PERCUSSION** settings, etc.

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Controls and functions (SX-KN650) 6

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Controls and functions (SX-KN550)

AUTO PLAY CHORD
Add an automatic accompaniment to your selected rhythm. (Refer to pages 16, 32.)

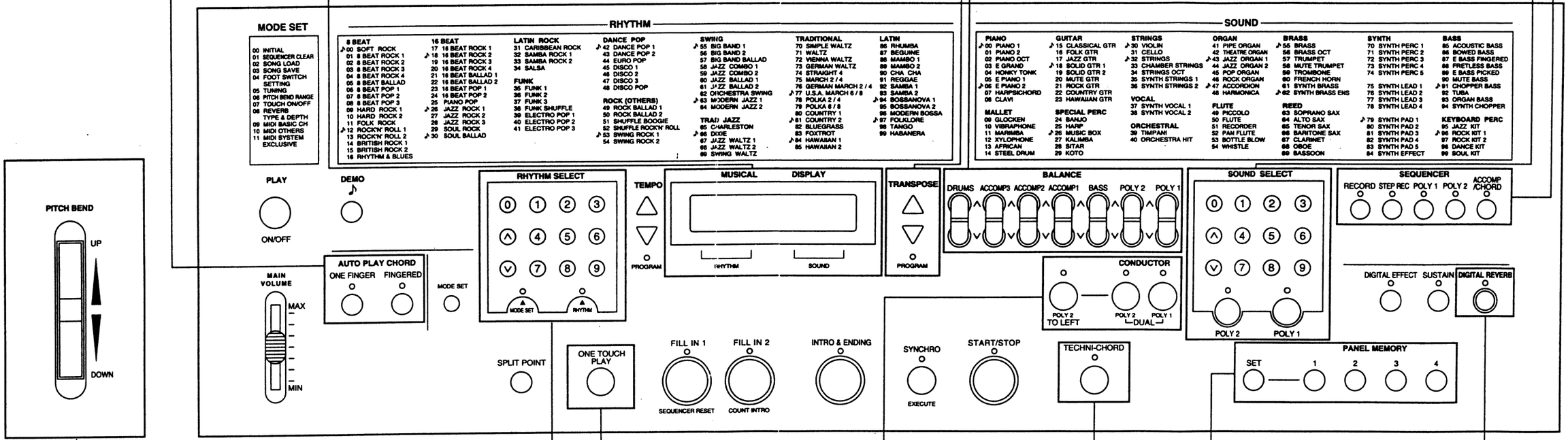
MUSICAL DISPLAY
Displays performance information, function settings and other messages. (Refer to page 20.)

TRANSPOSE
Raise or lower the key of the entire keyboard. (Refer to page 27.)

BALANCE
Adjust the volume of each part. (Refer to page 22.)

SEQUENCER
Record and play back your performance. (Refer to pages 18, 36.)

SOUND SELECT
You can choose from the many different sounds which are permanently stored in the instrument's memory. (Refer to pages 12, 21.)



RHYTHM SELECT
There are many different rhythms which are permanently stored in the instrument's memory for you to choose from. (Refer to pages 14, 28.)

TECHNI-CHORD
Block chords are automatically added to the melody. (Refer to page 26.)

DIGITAL REVERB
Add reverberation to the sound. (Refer to pages 13, 23.)

PITCH BEND
The **PITCH BEND** wheel allows a "sliding" change in the pitch. (Refer to pages 13, 23.)

ONE TOUCH PLAY
Sounds and effects matching the selected rhythm are automatically set. (Refer to page 34.)

CONDUCTOR
Assign a different sound to each part, then assign the desired parts to sections of the keyboard. (Refer to page 22.)

PANEL MEMORY
Store the panel settings, then recall them instantaneously just by pressing a button. (Refer to page 34.)

Controls and functions (SX-KN650)

MANUAL PERCUSSION
Add percussion instrument sounds to your performance with the **PAD** buttons. (Refer to page 31.)

AUTO PLAY CHORD
Add an automatic accompaniment to your selected rhythm. (Refer to pages 16, 32.)

COMPOSER
Create and store original rhythm patterns. (Refer to page 45.)

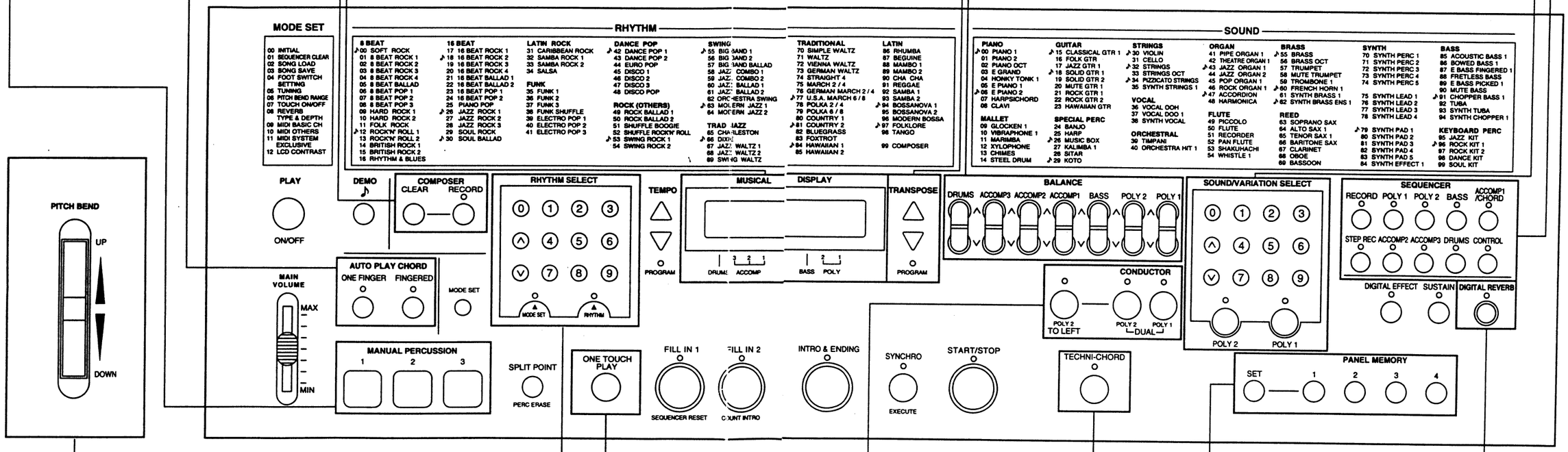
MUSICAL DISPLAY
Displays performance information, function settings and other messages. (Refer to page 20.)

BALANCE
Adjust the volume of each part. (Refer to page 22.)

TRANSPOSE
Raise or lower the key of the entire keyboard. (Refer to page 27.)

SEQUENCER
Record and play back your performance. (Refer to pages 18, 36.)

SOUND/VARIATION SELECT
You can choose from the many different sounds which are permanently stored in the instrument's memory. (Refer to pages 12, 21.)



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Getting started

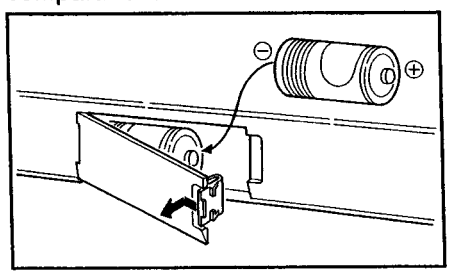
Before you play

This Keyboard can use either dry cell batteries or ordinary household AC current. If using batteries, use six R20/LR20 batteries ("D" size, UM-1). To use AC current, an SY-AD6 AC adaptor (12V, 2A) is required. (Note: Use of an AC adaptor other than the SY-AD6 may cause damage to your instrument.)

- The batteries or the AC adaptor is an included accessory (depending on the country where sold).
- The output power differs depending on whether the AC adaptor or batteries are being used.

When using batteries

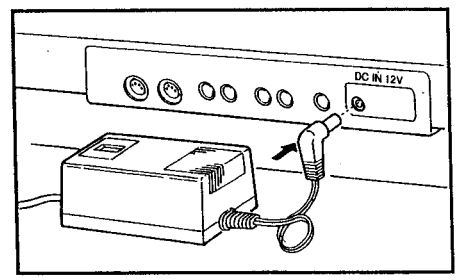
Open the battery compartment cover, found on the rear of the instrument. Insert six R20/LR20 batteries, and replace the battery compartment cover.



- To insert the batteries correctly, follow the + and – polarity indications.
- Do not use new and old batteries together.
- Remove the batteries from the battery compartment and store separately when the instrument is not to be used for a long time.

When using the AC adaptor

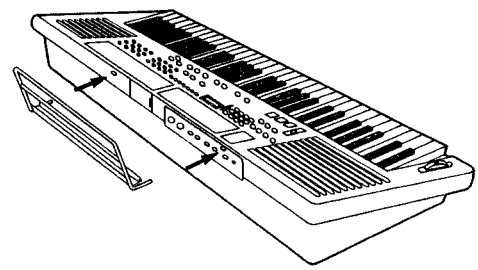
Connect the AC adaptor.



- Do not disconnect and connect the AC adaptor when the **PLAY** button is on.

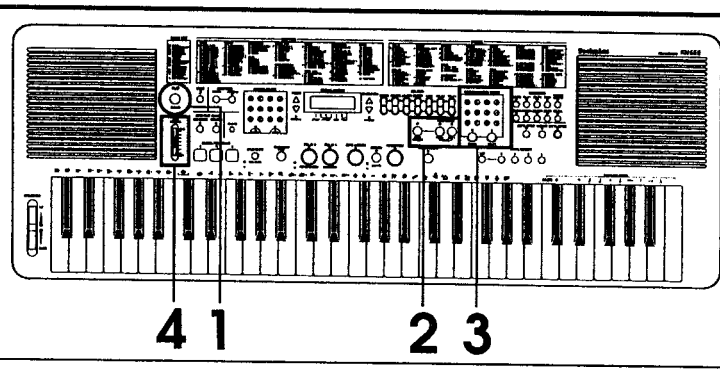
Music stand

Affix the music stand as shown.



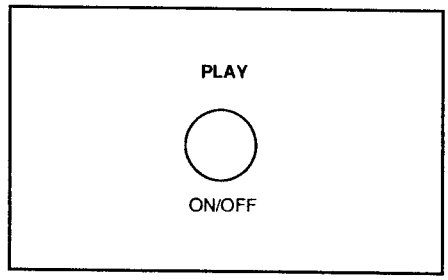
- Even when batteries are installed, if the AC adaptor is used, the battery circuit is bypassed and the power is supplied through the AC adaptor.
- When batteries are used, if the instrument is left on but the controls are not touched for a while (about 5 minutes), the energy-saving function is activated and the **PLAY** button turns off automatically.
- When the power is withdrawn from this instrument, the various storable memories and storable function settings of this instrument will be erased in about 10 minutes.
- When battery power is low during a performance, bAtt (KN550) or "WARNING!! Low Batteries" (KN650) is shown on the display. In this case, replace the batteries as soon as possible.

Playing

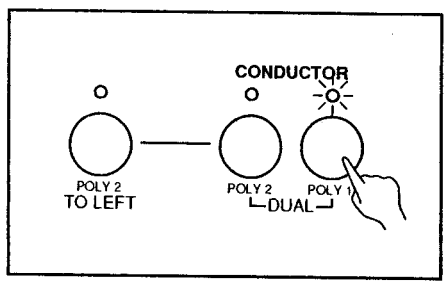


(KN650)

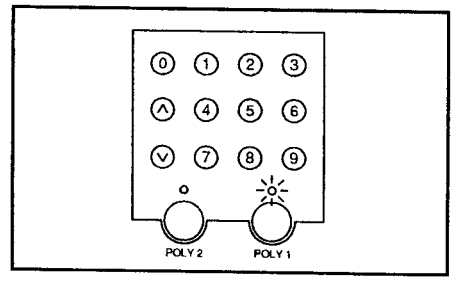
1 Press the **PLAY** button to turn it on.



2 In the **CONDUCTOR** section on the panel, press the **POLY 1** button to turn it on.

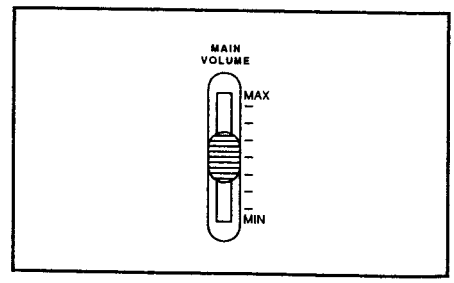


3 On the **SOUND SELECT** (KN550) or **SOUND/VARIATION SELECT** (KN650) number pad, press **0**, then press **5**.



- Touch any note on the keyboard. You will hear the **E PIANO 1** sound.

4 Set the **MAIN VOLUME** to an appropriate level with the sliding control.

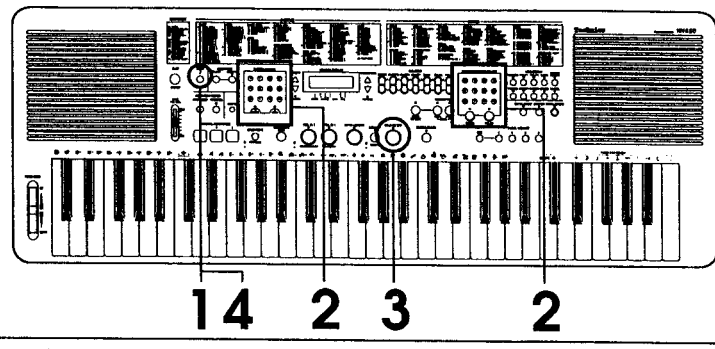


- Your Keyboard features Touch Response. You control the volume by playing the keys harder or softer.

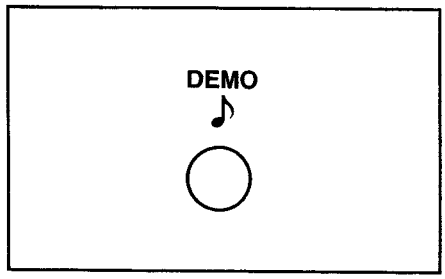
- The pitch of this instrument can be adjusted for when playing with other instruments. (Refer to page 54.)

Listen to the demonstration

Listen to a particular sound or rhythm demonstration.



1 Press the **DEMO** ♪ button.

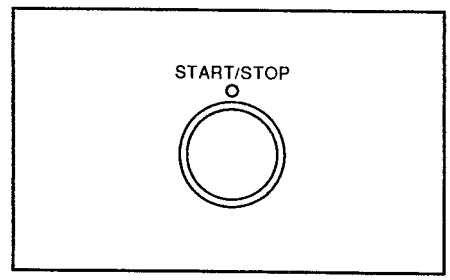


- dE (KN550) or "DEMO SONG" (KN650) is shown on the display.

2 On the **SOUND SELECT** (KN550) or **SOUND/VARIATION SELECT** (KN650) number pad or **RHYTHM SELECT** number pad, select a number (2 digits) for a demonstration performance.

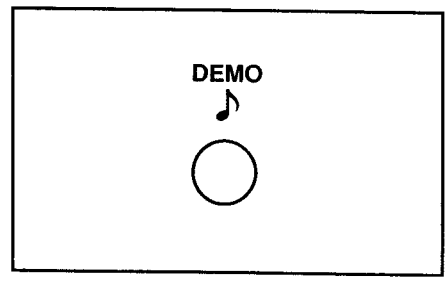
- Sounds or rhythms for which demonstration performances are available are indicated by a ♪ mark on the lists of sounds and rhythms on the panel. Therefore, when selecting a number for a demonstration sound or rhythm performance, refer to the lists and select a number which is marked with a ♪.
- The selected number is shown on the display.
  KN550: r = rhythm; S = sound
  KN650: R = rhythm; S = sound

3 Press the **START/STOP** button.

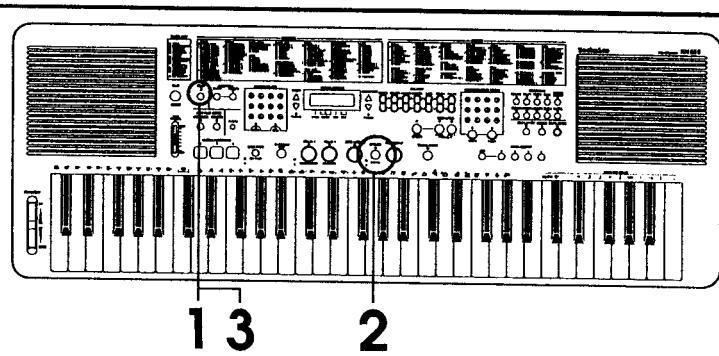


- The demonstration performance corresponding to your selection will begin.
- Repeat steps 2 and 3 to listen to other sounds and rhythms.
- To end the demonstration before it has finished, press the **START/STOP** button again.

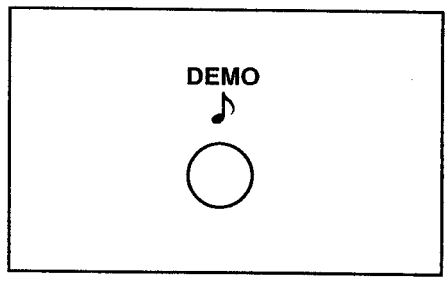
4 When you are finished listening to the demonstration tunes, press the **DEMO** ♪ button again.



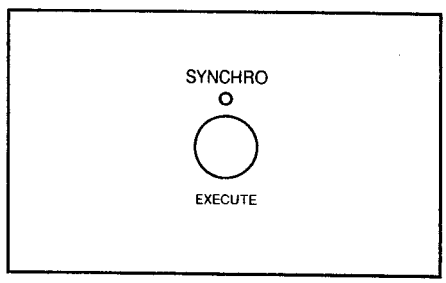
Listen to the special demonstration performance.



1 Press the **DEMO** ♪ button.

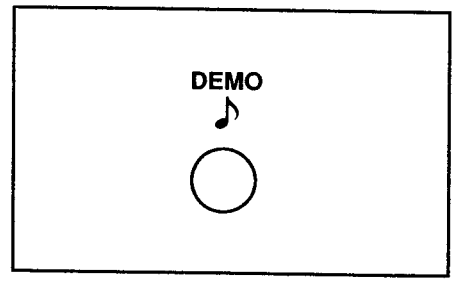


2 Press the **SYNCHRO** button.



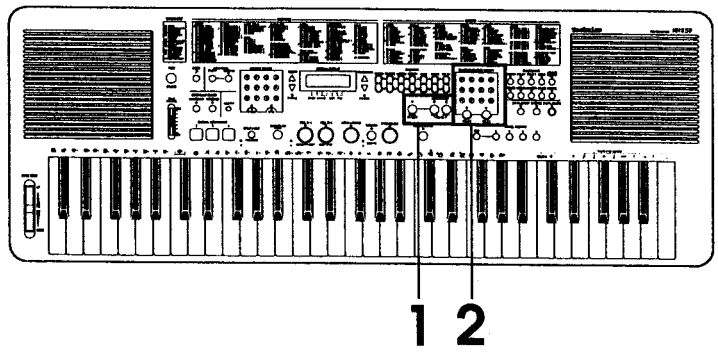
- MAIN (KN550) or "MAIN DEMO" (KN650) is shown on the display, and the special demonstration performance begins.
- Press the **SYNCHRO** button again to stop the performance.

3 When you are finished listening to the demonstration tunes, press the **DEMO** ♪ button again.

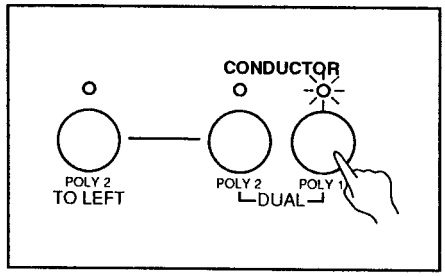


- If you press and hold the **DEMO** ♪ button for a few seconds, or if you press first the **DEMO** ♪ button and then the **START/STOP** button, the rhythms and sounds are demonstrated in order in a medley performance. The medley performance continues until the **START/STOP** button or the **DEMO** ♪ button is pressed again.
- Some of the buttons do not function while the demonstration performances are being played.
- You can play the keyboard along with the demonstration tunes.

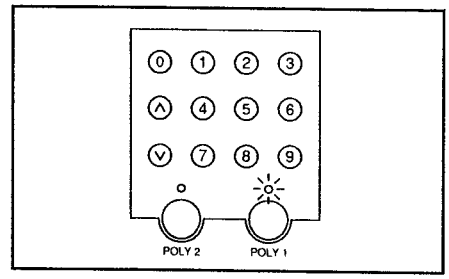
Selecting other sounds



1 In the **CONDUCTOR** section, turn on the **POLY 1** button.



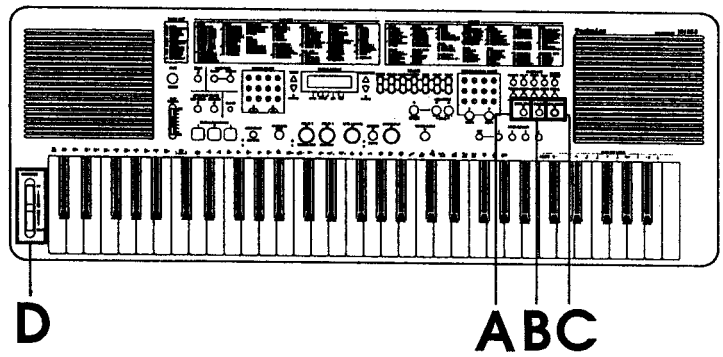
2 On the **SOUND SELECT** (KN550) or **SOUND/VARIATION SELECT** (KN650) number pad, select a sound number (2 digits).



- The list of sounds and their numbers is shown at the upper right of the operation panel.
- For single-digit sound numbers: for sound **03**, for example, press **0** then **3**.
- You can use the ⓐ and ⓥ buttons to change to the next higher or lower sound number.

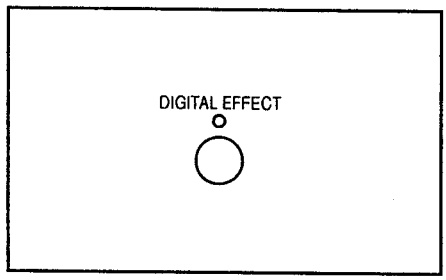
- Other things you can do are mixing sounds and playing different sounds on the left and right areas of the keyboard. (Refer to pages 24 and 25.)
- KN650: Each sound also has a variation sound that you can select. (Refer to page 21.)

Add effects



Add a feeling of spaciousness to the sound.

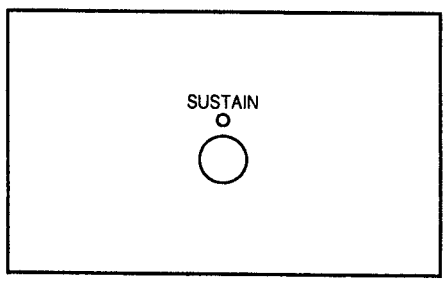
A Turn on the **DIGITAL EFFECT** button.



- The sound is broader and deeper.

Add sustain.

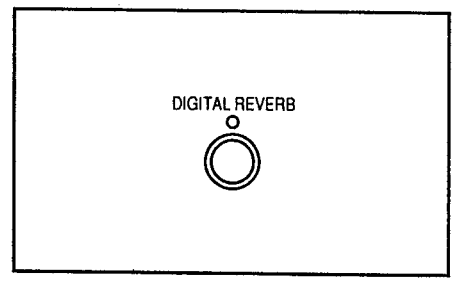
B Turn on the **SUSTAIN** button.



- Play and release a key. The tones fade out gradually after the key is released.

Add reverberation.

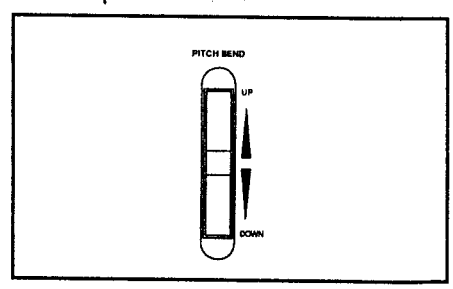
C Turn on the **DIGITAL REVERB** button.



- The reverberation effect is applied to all sounds.

Change the pitch.

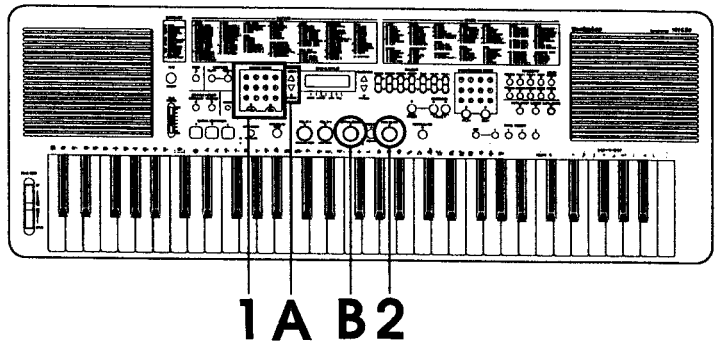
D While playing a key on the keyboard, move the **PITCH BEND** wheel up and down.



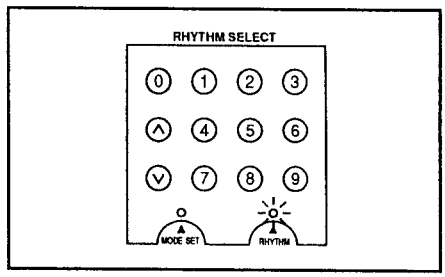
- The pitch of the played key slides up and down, as when you bend the strings on a guitar.

- The type of **DIGITAL EFFECT** differs depending on the selected sound.

Playing automatic rhythms

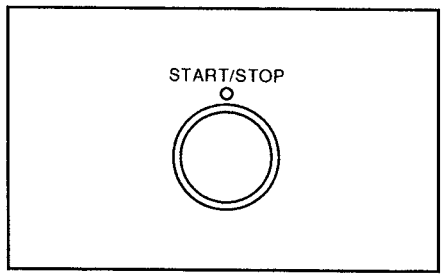


1 On the **RHYTHM SELECT** number pad, select a rhythm number (2 digits).



- The list of rhythms and their numbers is shown at the upper left of the operation panel.
- You can use the ⓐ and ⓥ buttons to change to the next higher or lower rhythm number.

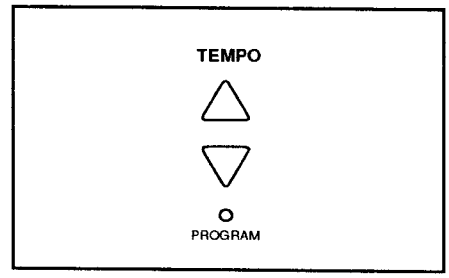
2 Start the rhythm by pressing the **START/STOP** button.



- Stop the rhythm by pressing the **START/STOP** button again.

Adjust the tempo.

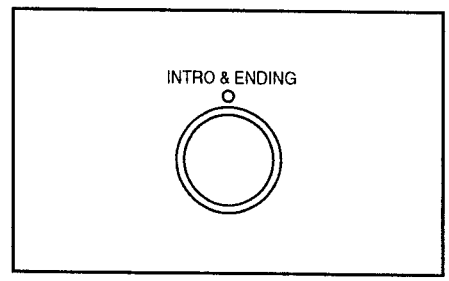
A Adjust the tempo with the **TEMPO** buttons.



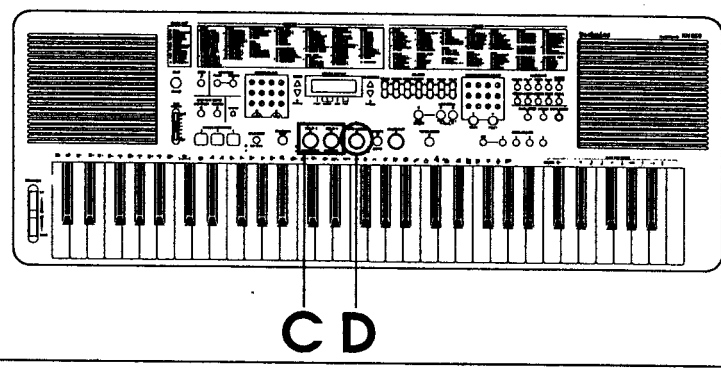
- The tempo is shown on the display.

Insert an intro pattern.

B To start your performance with an introduction, press the **INTRO & ENDING** button before starting the rhythm.

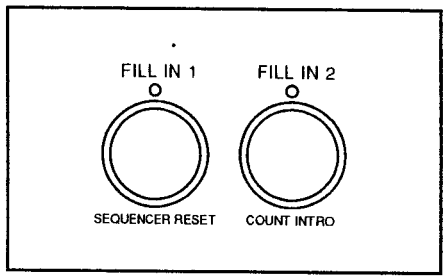


- An intro is played, after which the regular rhythm starts.



Insert a fill-in pattern.

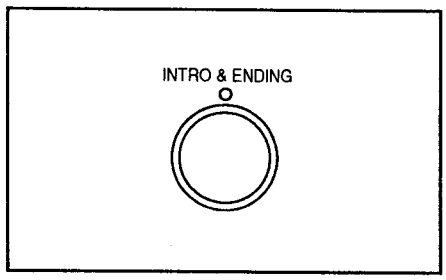
C While the preset rhythm pattern is playing, press either the **FILL IN 1** or **FILL IN 2** button.



- A fill-in pattern immediately starts to play.

Insert an ending pattern.

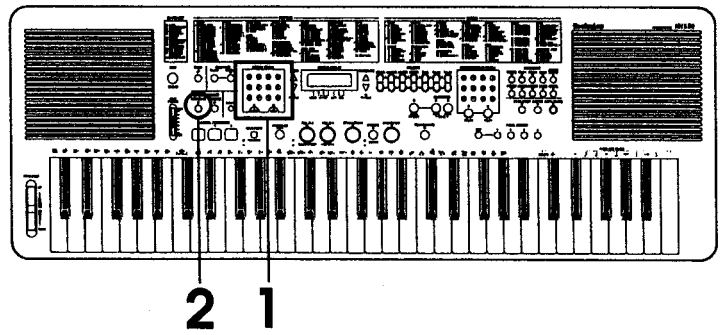
D While the rhythm is playing, press the **INTRO & ENDING** button.



- You will hear an ending pattern, and then the rhythm stops.

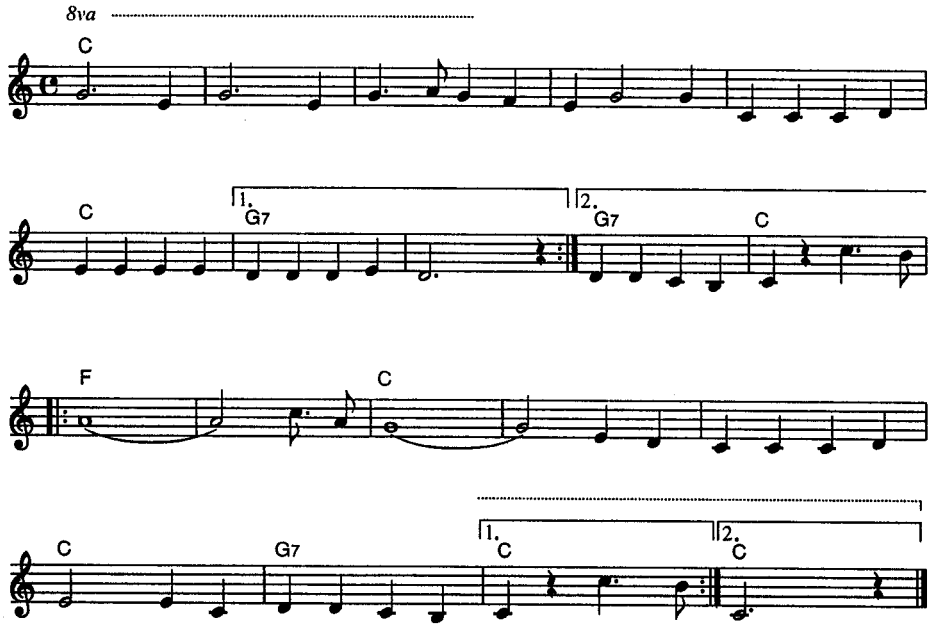
Automatic accompaniment

Use the AUTO PLAY CHORD

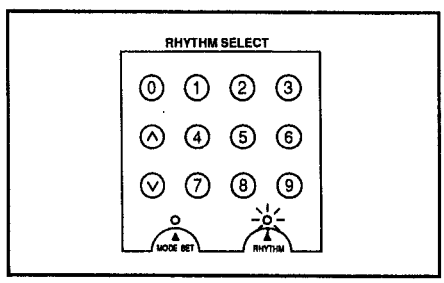


Use the **AUTO PLAY CHORD** with the following tune.

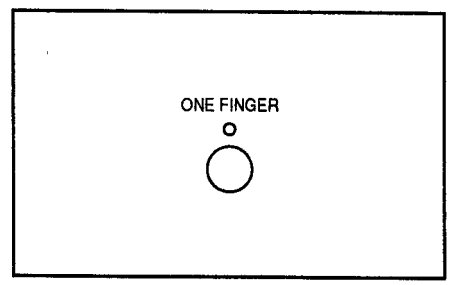
She Wore A Yellow Ribbon



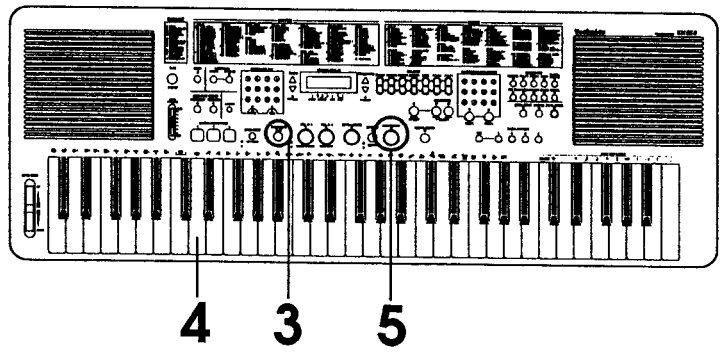
1 On the **RHYTHM SELECT** number pad, select **82** for the **BLUEGRASS** rhythm.



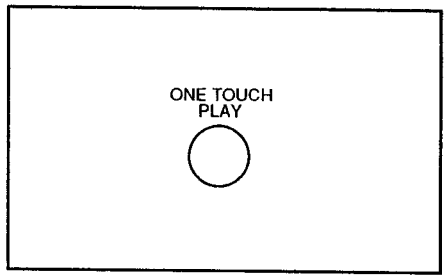
2 Turn on the **ONE FINGER** button.



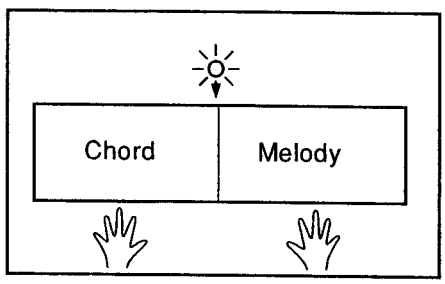
- The keyboard automatically divides into left and right playing areas.



3 Press and hold the **ONE TOUCH PLAY** button until the panel settings change.

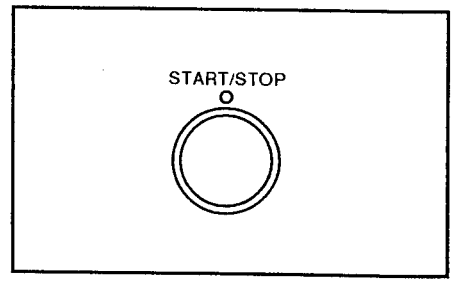


4 Use your left hand to play the chords and your right hand to play the melody.

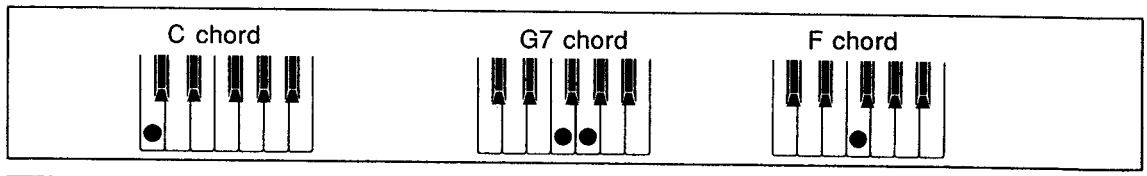


- Pressing a key on the left area of the keyboard will cause the automatic rhythm pattern to start playing (synchro start).
- When the C key is pressed on the left area of the keyboard, an accompaniment begins to play in the C major key.
- Playing the chord key (root note) and the white key to its left will produce a 7th chord.

5 At the end of your performance, press the **START/STOP** button.



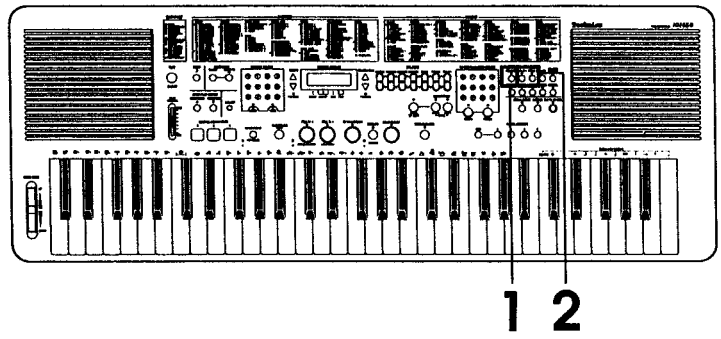
- The automatic accompaniment stops.



- In this example you played chords by pressing the keys for the "root notes" (**ONE FINGER** chords). But you can also specify the chord by playing all the notes in the chord. (Refer to page 32.)

Record your performance

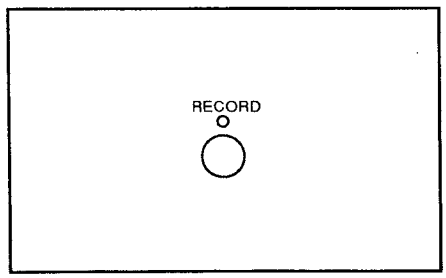
Use the **SEQUENCER** to record your performance.



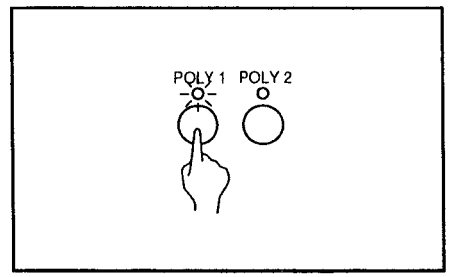
Sonatina

Sound: **00 PIANO 1** (**POLY 1** part)

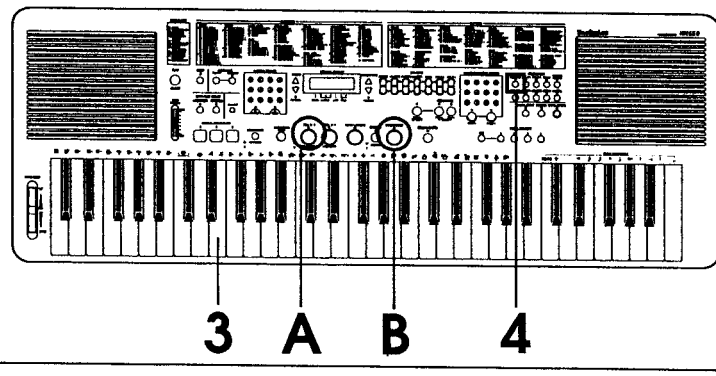
1 In the **SEQUENCER** section, turn on the **RECORD** button.



2 In the **SEQUENCER** section, press the **POLY 1** track button.

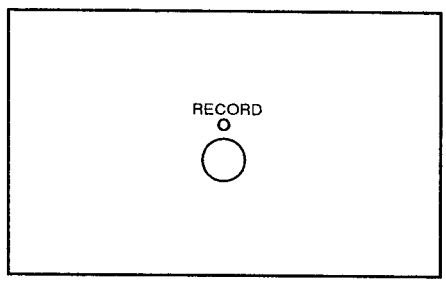


- The **POLY 1** indicator flashes.



3 Play the song on the keyboard.
- Recording begins.

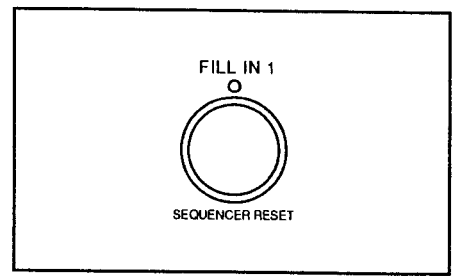
4 When you have finished playing, press the **RECORD** button in the **SEQUENCER** section again to turn it off.



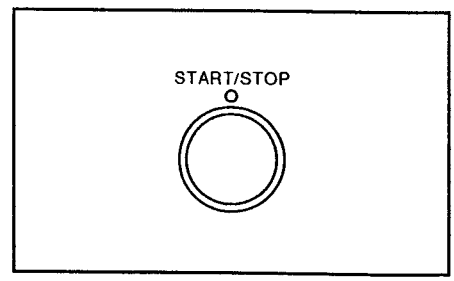
- Confirm that the indicator for the **POLY 1** button is lit.

Playing back your recorded performance

A Press the **SEQUENCER RESET** (**FILL IN 1**) button.



B Press the **START/STOP** button.



- Your performance is played back just as you recorded it.

- You can also record several parts individually and then have them played back together for an ensemble performance. (Refer to page 40.)

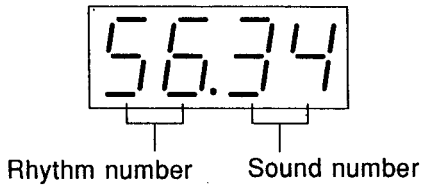
About the display

The display is used to show the status of the keyboard and to set various functions on this instrument.

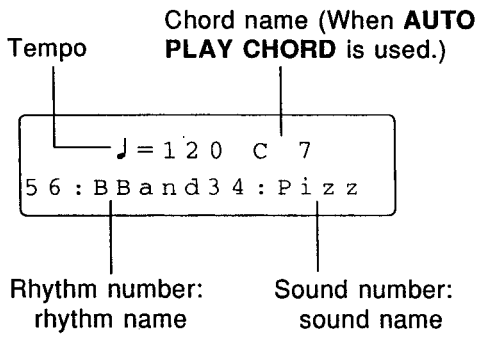
Types of display

Normal performance display

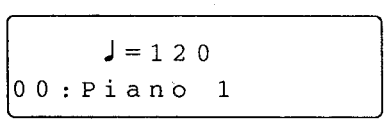
KN550



KN650



Display when selecting a sound or rhythm (KN650)



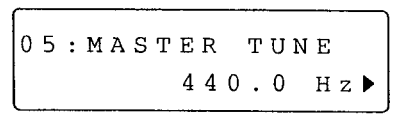
When you select a sound or rhythm, or when you change the variation, the name of the selected sound or rhythm is shown on the lower line of the display for a few seconds, after which the normal performance display returns.

Function-setting display

Example: Tuning

KN550

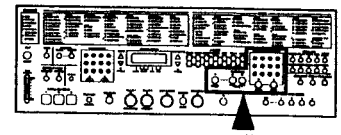
KN650



- KN650: You can adjust the contrast of the display. (Refer to page 56.)

Part I Sounds and effects

Sound Select

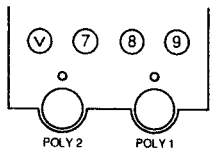


(KN650)

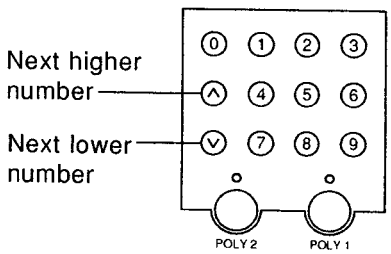
Permanently stored in the memory of this instrument are many different sounds for you to choose from.

Select a sound

1. In the **SOUND SELECT** (KN550) or **SOUND/ VARIATION SELECT** (KN650) section, press either the **POLY 1** button or the **POLY 2** button to turn it on.

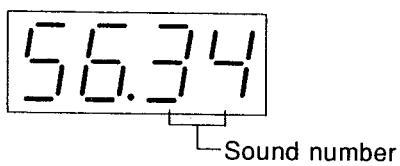


2. On the **SOUND SELECT** (KN550) or **SOUND/ VARIATION SELECT** (KN650) number pad, select the sound number (2 digits).

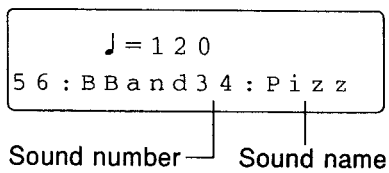


- The list of sounds and their numbers is shown at the upper right of the operation panel.
- The selected sound number is shown on the display.

KN550



KN650



- For single-digit sound numbers: for example, for sound **03**, press **0** then **3**.

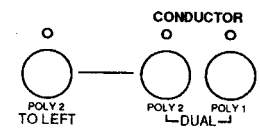
Using the ⓐ and ⓥ buttons
Pressing the ⓐ button changes the number to one higher than the currently selected number. Pressing the ⓥ button changes the number to one lower than the currently selected number.

- Keep the ⓐ button or the ⓥ button pressed to scroll the numbers quickly.

Variation sounds (KN650)
Each sound also has a variation sound that you can select by using the ⓐ and ⓥ buttons.

- When the variation sound is selected, a * appears next to the sound number on the display.
- For details concerning the variation sounds, please refer to the separate booklet.

3. In the **CONDUCTOR** section, turn on the **POLY 1** or **POLY 2** button.

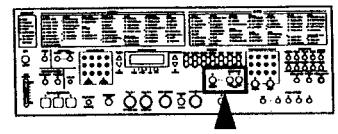


- Turn on the same one that you selected in step 1.

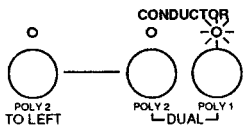
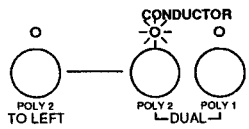
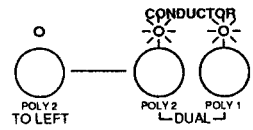
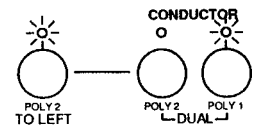
4. Play the keyboard.

- You hear the sound that you selected in step 2.
- If you select one sound for **POLY 1** and another sound for **POLY 2**, you can change from one sound to the other simply by selecting **POLY 1** or **POLY 2** in the **CONDUCTOR**. (Refer to page 22.)
- If you select one of the **KEYBOARD PERC** sounds (**95–99**), the keys produce only percussion sounds and the normal sounds are not available. (Refer to page 31.)

Conductor

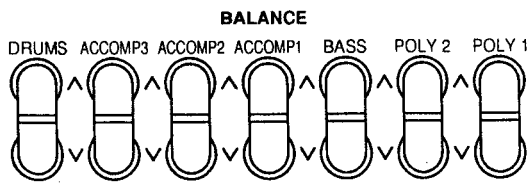


The **CONDUCTOR** is used to assign the **POLY 1** and **POLY 2** sounds to the keyboard in different ways.

CONDUCTOR settings	How sounds are assigned to the keyboard
	All the keys play **POLY 1** sounds. **POLY 1**
	All the keys play **POLY 2** sounds. **POLY 2**
	All the keys play both **POLY 1** and **POLY 2** sounds at the same time (dual sound). (Refer to page 24.) **POLY 1 + POLY 2**
	The right keys play **POLY 1** sounds and the left keys play **POLY 2** sounds (split keyboard). (Refer to page 25.) **POLY 2** | **POLY 1**

Balance

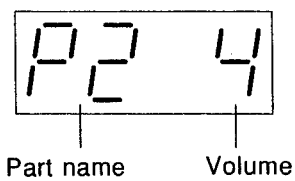
The volume balance for each part (**POLY 1**, **POLY 2**, **BASS**, etc.) is adjusted with the **BALANCE** buttons.



Press the ∧ button to make the sound louder and the ∨ button to make it softer.

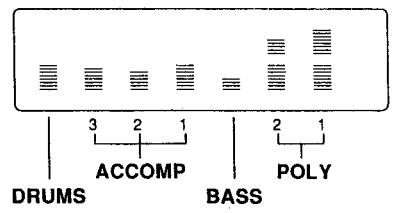
- KN550: Select one of 10 different volume levels, from 0 (no sound) to 9 (loudest)
  KN650: Select one of 15 different volume levels, from 0 (no sound) to 14 (loudest).
- While you are adjusting the volume, the volume levels are indicated on the display.
  KN550: The part and volume are indicated.
  KN650: The balance display is shown as a bar graph.

KN550

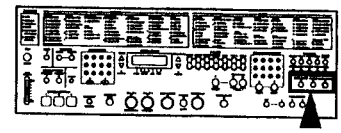


The parts are indicated as follows: **DRUMS:** dr , **ACCOMP:** A, **BASS:** bA, **POLY:** P.

KN650



Effects

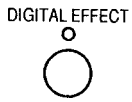


You can achieve even fuller and stirring sounds by adding breadth, swell and reverberation effects.

DIGITAL EFFECT

DIGITAL EFFECT gives the sound a thickness and diffusion.

Press the **DIGITAL EFFECT** button to turn it on.



- **DIGITAL EFFECT** is applied to the selected sound.
- This effect differs depending on the selected sound.
- The on or off status of the **DIGITAL EFFECT** is preset for each sound. This means that once the effect has been set to on or off for a given sound, the same status will be active whenever that sound is selected.
- This effect does not work for the **KEYBOARD PERC** sounds (**95–99**).

SUSTAIN

SUSTAIN is the gradual fading out of musical tones after the key is released.

Press the **SUSTAIN** button to turn it on.

- Play the keyboard. When the keys are released, the sound fades out slowly.
- The sustain can also be turned on and off with the optional SZ-P1 Foot Switch (sold separately). (Refer to page 55.)
- This effect does not work for the **KEYBOARD PERC** sounds (**95–99**).

DIGITAL REVERB

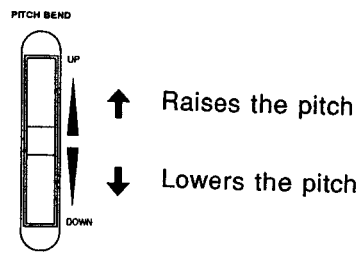
DIGITAL REVERB applies a reverberation effect to the sound.

Press the **DIGITAL REVERB** button to turn it on.

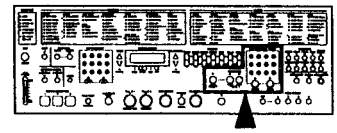
- An echo effect is applied to all sounds, including the rhythm sounds.
- You can adjust the depth and type of echo. (Refer to page 56.)

PITCH BEND

The pitch of the sound can be continuously changed with the **PITCH BEND** wheel. Using this control, you can produce the effect of bending the strings on a guitar.



- While pressing a key on the keyboard, move the wheel up and down to control the pitch.
- When you release your hand from the wheel, it returns automatically to the center position, and the pitch bend effect is turned off.
- The amount of pitch bend can be set. (Refer to page 55.)
- The **PITCH BEND** effect does not work for automatic accompaniment patterns.



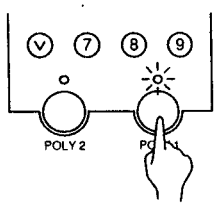
Mixing two sounds

You can play two completely different sounds at the same time (dual sound).

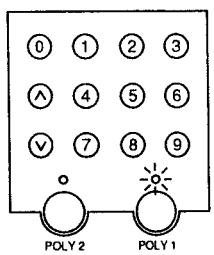
Dual sound

The sounds selected for the **POLY 1** and **POLY 2** parts can be mixed.

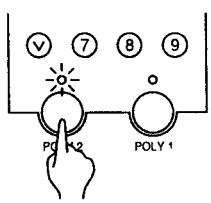
1. In the **SOUND SELECT** (KN550) or **SOUND/ VARIATION SELECT** (KN650) section, press the **POLY 1** button to turn it on.



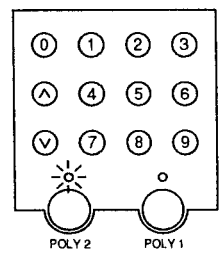
2. On the number pad, select the sound number for the **POLY 1** part.



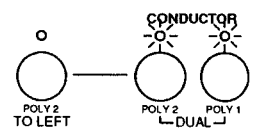
3. In the **SOUND SELECT** (KN550) or **SOUND/ VARIATION SELECT** (KN650) section, press the **POLY 2** button to turn it on.



4. On the number pad, select the sound number for the **POLY 2** part.

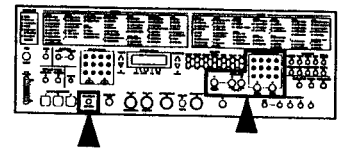


5. In the **CONDUCTOR** section, press the **POLY 1** and **POLY 2** buttons at the same time to turn them both on.



6. Play the keyboard.
- A dual sound is produced.
- The volume balance for each part can be adjusted. (Refer to page 22.)

Split keyboard

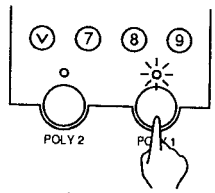


Not only can you play one sound on the entire keyboard, you can also "split" the keyboard into right and left sections and assign a different sound to each section. For example, you can play a bass sound with the left hand and play the melody in a different sound with the right hand.

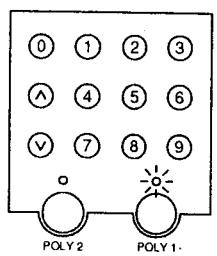
Assigning parts to the split keyboard

Assign the **POLY 1** part to the right section of the keyboard and the **POLY 2** part to the left section.

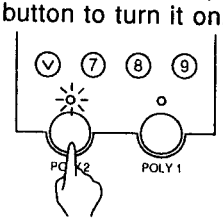
1. In the **SOUND SELECT** (KN550) or **SOUND/ VARIATION SELECT** (KN650) section, press the **POLY 1** button to turn it on.



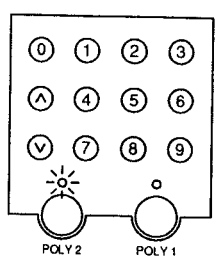
2. On the number pad, select the sound number for the right section of the keyboard.



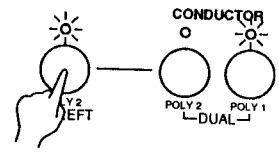
3. In the **SOUND SELECT** (KN550) or **SOUND/ VARIATION SELECT** (KN650) section, press the **POLY 2** button to turn it on.



4. On the number pad, select the sound number for the left section of the keyboard.



5. In the **CONDUCTOR** section, press the **POLY 2 TO LEFT** button to turn it on.

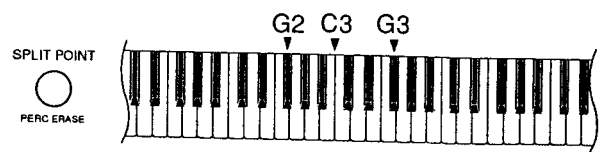


- The keyboard automatically splits into left and right sections. The split point is shown by the lit indicator at G2, C3 or G3 (see below).

6. Play the keyboard.
- The left and right sections of the keyboard produce different sounds, just as you assigned them.
- The volume balance for the right and left sections of the keyboard can be adjusted. (Refer to page 22.)

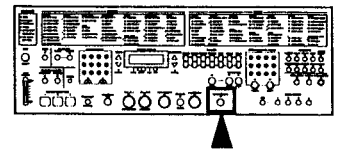
Split point

The **SPLIT POINT** button is used to choose the point where the keyboard divides into left and right sections.



Each time the **SPLIT POINT** button is pressed, the indication moves to the next split point in the following order: G2 → C3 → G3.

Techni-chord

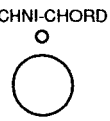


The **TECHNI-CHORD** feature expands the sound of your performance so that a chord is formed for each single note played on the right part of a split keyboard.

Using the TECHNI-CHORD

1. Split the keyboard into left and right sections. (Refer to page 25.)

2. Press the **TECHNI-CHORD** button to turn it on.



3. Play the keyboard.
- The melody you play with your right hand is automatically played in chords which are based on the chords you play with your left hand.
- The **TECHNI-CHORD** function is very effective when used with the automatic accompaniment.

Example:

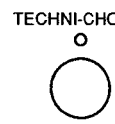
Left hand (chord) C F G C

Right hand (melody)

TECHNI-CHORD harmony

You can choose the desired **TECHNI-CHORD** harmony style.

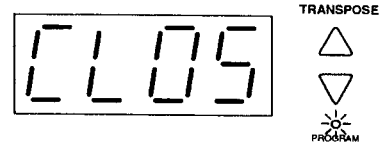
1. Press the **TECHNI-CHORD** button for a few seconds.



- The currently set harmony style is shown on the display.

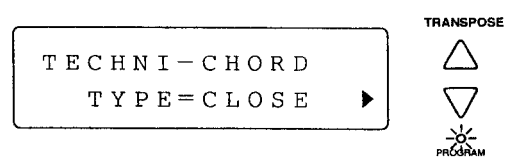
2. Select the desired harmony style with the **TRANSPOSE** buttons.

KN550



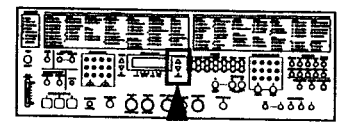
CLOS : CLOSE OPn2 : OPEN2
OPn1 : OPEN1 dUEt : DUET

KN650



Select from four styles: CLOSE, OPEN1, OPEN2 and DUET.

- The display returns to the normal performance display a few seconds after you have completed making the setting.

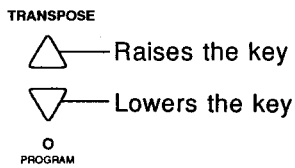


Transpose

The **TRANSPOSE** buttons are used to change the key of the entire instrument in semi-tone steps across an entire octave.

Suppose you learn to play a song in the key of C. Then, you decide to sing it. However, it is either too high or too low for your voice. You can either learn to play the song in a completely different key, or you can use the **TRANSPOSE** feature.

Adjust the key with the △ and ▽ buttons.

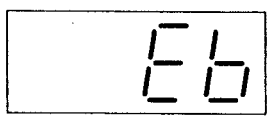


- The key can be reset to C instantly by pressing both **TRANSPOSE** buttons simultaneously.

KN550

- Each press of the △ button raises the key as follows: D♭ [db] → D [d] → E♭ [Eb] → E [E] → F [F] → F♯ [FS]
- Each press of the ▽ button lowers the key as follows: B [b] → B♭ [bb] → A [A] → A♭ [Ab] → G [G]

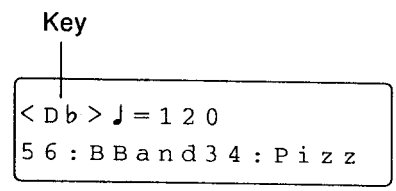
(The brackets [ ] show indications on the display.)



- When setting the key, the current key is shown on the display.

KN650

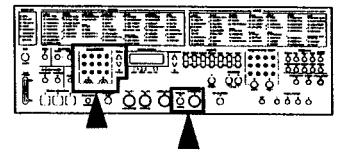
- Each press of the △ button raises the key as follows: D♭ → D → E♭ → E → F → F♯
- Each press of the ▽ button lowers the key as follows: B → B♭ → A → A♭ → G



- When transposed to a key other than C, the current key is shown on the display during rhythm stop.

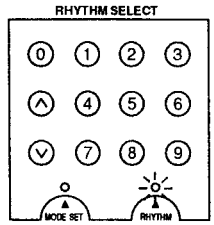
Part II Playing the rhythm

The rhythm section enhances the capabilities of your Keyboard with features such as automatic performance of the preset rhythm patterns and accompaniment patterns.



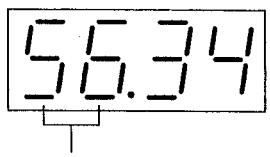
Rhythm Select

1. On the **RHYTHM SELECT** number pad, select the rhythm number (2 digits).

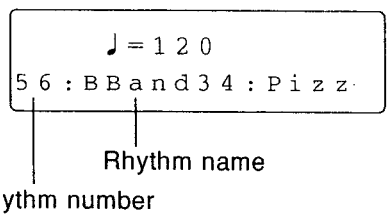


- The list of rhythms and their numbers is shown at the upper left of the operation panel.
- The selected rhythm number is shown on the display.

KN550

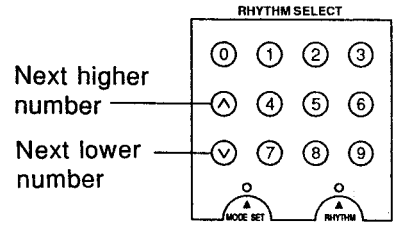


KN650



- For single-digit rhythm numbers: for example, for rhythm **03**, press **0** then **3**.
- KN650: Number **99** is reserved for a rhythm pattern you create and store using the **COMPOSER** feature. (Refer to page 45.) In the initialized state, the **HABANERA** rhythm is stored in number **99**.

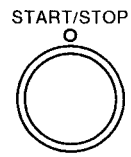
Using the ⓐ and ⓥ buttons



Pressing the ⓐ button changes the number to one higher than the currently selected number. Pressing the ⓥ button changes the number to one lower than the currently selected number.

- Keep the ⓐ button or the ⓥ button pressed to scroll the numbers quickly.

2. Press the **START/STOP** button to start the rhythm.



- The selected rhythm pattern immediately begins to play.

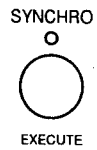
3. To stop the rhythm, press the **START/STOP** button again.
- The volume of the drums can be adjusted. (Refer to page 22.)

Synchronized start

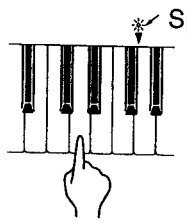
With the synchronized start feature, the rhythm pattern starts when you play a key on the keyboard.

1. Select a rhythm.

2. Press the **SYNCHRO** button to turn it on.



3. Play a key to the left of the keyboard split point.

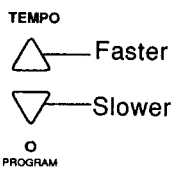


- The rhythm pattern begins to play.

- You can use the synchronized start feature even when the keyboard is not divided into left and right sections. The indicator at the split position will be lit while the **SPLIT POINT** button is depressed. To start the rhythm, press a key to the left of the indicated split position. The split point changes each time the **SPLIT POINT** button is pressed.

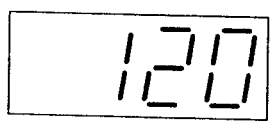
Adjust the tempo

Adjust the tempo with the △ and ▽ buttons.

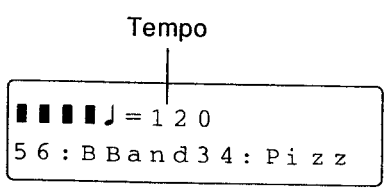


- Each press of the △ button increases the tempo, and each press of the ▽ button decreases the tempo.
- The tempo can be set within the range of ♩= 40–300 and is shown on the display. (KN550: The tempo is shown on the display only when it is being set.)

KN550



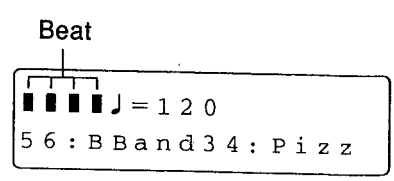
KN650



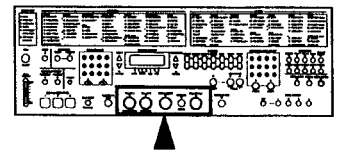
- Keep either **TEMPO** button pressed to change the tempo quickly.
- The tempo can be instantly reset to the standard tempo (♩=120) by pressing both **TEMPO** buttons simultaneously.
- While the rhythm is playing, the beat is shown on the display.

KN550

KN650



Playing the rhythm

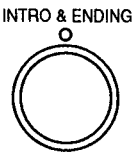


Intro, fill-in and ending patterns fitting each different rhythm pattern are permanently recorded in your Keyboard, thus allowing a versatile rhythm performance.

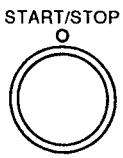
Intro

Begin the rhythm performance with an intro pattern.

1. Press the **INTRO & ENDING** button to turn it on.



2. Press the **START/STOP** button to start the rhythm.

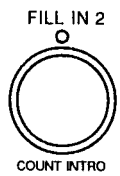


- An intro pattern is played, after which the normal rhythm pattern begins.

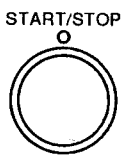
COUNT INTRO

You can begin the rhythm performance with a one-measure count.

1. Press the **COUNT INTRO** (**FILL IN 2**) button to turn it on.



2. Press the **START/STOP** button to start the rhythm.



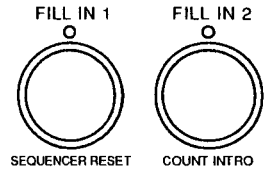
- A one-measure count is played, after which the normal rhythm pattern begins.

FILL IN

You can insert a fill-in pattern any time during the rhythm performance. Choose from two different fill-in patterns.

1. Select a rhythm and press the **START/STOP** button.

2. Press the **FILL IN 1** or **FILL IN 2** button.



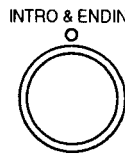
- A fill-in pattern is heard immediately for the remainder of the measure.
- When a **FILL IN** button is pressed on the last beat of the measure, the fill-in pattern continues to the end of the following measure.

Ending

Finish the rhythm performance with an ending pattern.

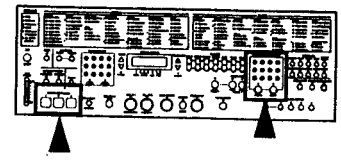
1. Select a rhythm and press the **START/STOP** button.

2. Press the **INTRO & ENDING** button.



- An ending pattern is produced, and then the rhythm performance stops.
- If you accidentally press the **INTRO & ENDING** button in the middle of the tune, you can press the **FILL IN 1** or **FILL IN 2** button. The ending pattern stops, and a fill-in pattern is produced, after which the normal rhythm performance continues.

Percussion performance



Various percussion instrument sounds have been permanently recorded in your Keyboard, so you can play a percussion performance using the keyboard keys and panel buttons.

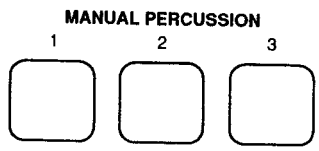
KEYBOARD PERCUSSION

1. On the **SOUND SELECT** (KN550) or **SOUND/VARIATION SELECT** (KN650) number pad, select one of the **KEYBOARD PERC** sound numbers (**95–99**).
- The type of percussion instruments differs for each number (refer to the list on the panel).
- KN650: For each number there is also a set of variation percussion instrument sounds that you can select. For details concerning the variation sounds, please refer to the separate booklet.

2. Play the keyboard.
- Percussion instrument sounds are produced by the keyboard keys as indicated by the picture code above each key. (For further explanation, please refer to the separate booklet.)

MANUAL PERCUSSION (KN650)

You can add percussions sounds to your performance at any time by tapping **MANUAL PERCUSSION** pad **1**, **2** or **3**.

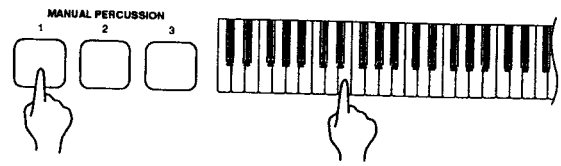


- A different percussion sound has been preset in each of the pad buttons, but you can follow the simple procedure below to assign different sounds to the pad buttons.
- The volume of the **MANUAL PERCUSSION** sounds is adjusted with the **BALANCE** buttons for the **DRUMS** part.
- The three pads cannot sound simultaneously.

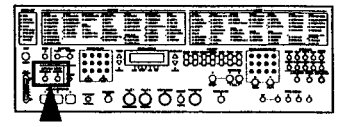
■ **To assign different sounds to the pads**

1. On the **SOUND/VARIATION SELECT** number pad, select one of the **KEYBOARD PERC** sound numbers (**95–99**).
- You can also select the variation, if desired.

2. While pressing one of the **MANUAL PERCUSSION** buttons, select the desired percussion sound by pressing the appropriate key on the keyboard for about 2 seconds.



- When you hear the percussion sound of the pressed key, it means the sound has been assigned to the selected **MANUAL PERCUSSION** button.
- Two more percussion sounds can be assigned to the remaining two **MANUAL PERCUSSION** buttons in the same way.
- Note that you cannot select a different **KEYBOARD PERC** sound number for each **MANUAL PERCUSSION** button. This means that each time you select the **KEYBOARD PERC** sound number in step 1, the same set of sounds is selected for all three **MANUAL PERCUSSION** buttons.



Auto Play Chord

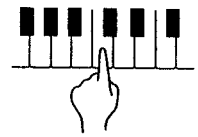
Simply by playing a chord on the keyboard, the **AUTO PLAY CHORD** function automatically plays an accompaniment pattern which matches perfectly the selected rhythm. With a real accompaniment as a background, you can concentrate on playing the melody.

Playing chords

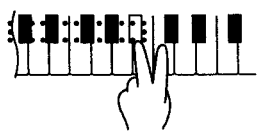
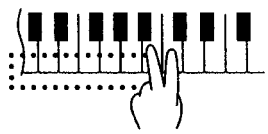
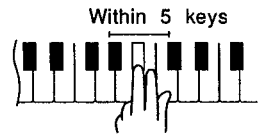
Choose from two ways of playing chords—the one-finger mode and the fingered mode—with the **ONE FINGER** and **FINGERED** buttons.

■ ONE FINGER mode

In the **ONE FINGER** mode, a major chord can be played just by pressing the key for its root note.

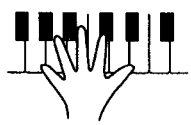


Minor, seventh and minor seventh chords are also easily produced.

minor chord	seventh chord	minor seventh chord
Play the root note plus a black key to the left of it.	Play the root note plus a white key to the left of it.	Play the root note plus a black key and a white key to the left of it. (Within five notes of the chord key.)
Example: Cm 	Example: C7 	Example: Cm7 

■ FINGERED mode

In the **FINGERED** mode, you specify the chord by playing all the notes in the chord.



- The Keyboard can distinguish the following types of chords (C is used as an example): C, C7, CM7, Caug, Caug7, Cm, Cm7, Cdim, Cm7♭5, CmM7, Csus4, C7sus4, C♭5, C7♭5, Cm♭5, C6, Cm6, CM7♭5, CM7♯5, CmM7♭5.

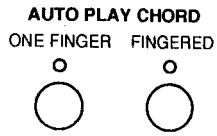
- The accompaniment pattern of the **AUTO PLAY CHORD** is composed of five parts: **DRUMS**, **ACCOMP 1**, **ACCOMP 2**, **ACCOMP 3** and **BASS**.
- The volume of each part can be adjusted by using the corresponding **BALANCE** buttons. (Refer to page 22.)
- The **SEQUENCER** can be used to store the chord progression for the **AUTO PLAY CHORD** in advance.
- KN650: The name of the specified chord is shown on the display. (Note: CmM7♭5 is shown as "CmM7".)

How to use the AUTO PLAY CHORD

Play an automatic accompaniment by using the **AUTO PLAY CHORD**. First decide if you want to use the **ONE FINGER** or **FINGERED** mode for playing chords.

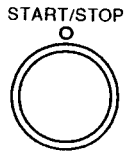
1. Select a rhythm from the **RHYTHM SELECT**, a melody sound from the **SOUND SELECT** (KN550) or **SOUND/VARIATION SELECT** (KN650) and set the tempo and effects as desired.

2. Press either the **ONE FINGER** or **FINGERED** button to turn it on.



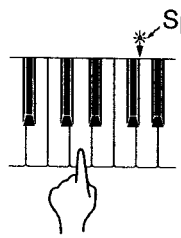
- The keyboard automatically splits into left and right sections.

3. Press the **START/STOP** button to turn it on.



- The automatic rhythm begins.
- For synchronized start, refer to page 29.
- For an intro, refer to page 30.

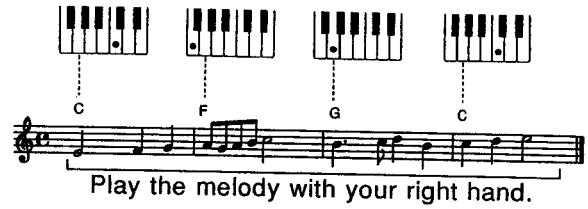
4. Specify the chord on the keyboard section to the left of the split point.



- An accompaniment pattern in the specified chord is automatically played. Play the melody with your right hand.

Here is an example of how to play a **ONE FINGER** accompaniment.

Left hand

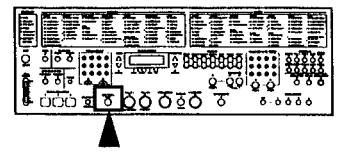


- When the automatic rhythm is playing, you can specify the chord and then release the keys. The chord is memorized and the accompaniment continues to play in that chord until you specify another chord.
- The chord can be specified with any key to the left of the split point. The split point can be changed. (Refer to page 25.)

5. To stop the automatic accompaniment, press the **START/STOP** button.
- To stop the accompaniment with an ending pattern, press the **INTRO & ENDING** button instead.

- In the **ONE FINGER** mode, the sounds you selected for the left keyboard section are not produced.
- For the keyboard to "read" the chords correctly, you should release all the keys of one chord before playing the next chord.

One Touch Play



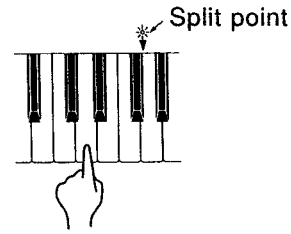
With the **ONE TOUCH PLAY** feature, the sounds and effects matching the selected rhythm are easily set in seconds and you are ready to play immediately.

1. Select a rhythm with the **RHYTHM SELECT** number pad.
- KN650: Do not select the **99 COMPOSER** rhythm.

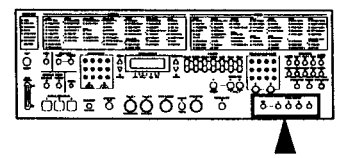
2. Press the **ONE TOUCH PLAY** button until the panel settings change.

- KN650: During automatic setting, "ONE TOUCH PLAY" is shown on the display.
- The **AUTO PLAY CHORD** and **SYNCHRO** are turned on, and the sounds and effects perfect for the specified rhythm are automatically selected.

3. Play the keyboard.
- Playing the left section of the keyboard starts the automatic accompaniment.



Panel Memory

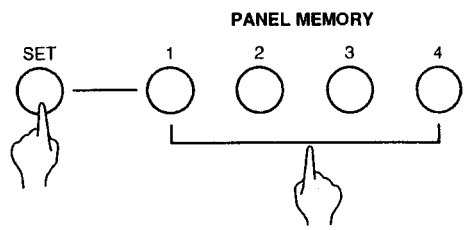


The **PANEL MEMORY** buttons **1–4** allow you to set up the sounds, effects and rhythm and store them in the memory. Then, simply by pressing just one button, the stored panel settings are recalled instantly.

How to store the panel settings

1. Set up the desired panel settings.

2. With the **SET** button held down, press one of the numbered buttons of the **PANEL MEMORY**.



- To recall the stored settings, just press the corresponding **PANEL MEMORY** button. You can then change the sound settings, etc. manually; however, the memory contents of the **PANEL MEMORY** remain unchanged until you store them again.

■ **Settings which can be stored are:**
- Sound settings
- **DIGITAL EFFECT** on/off status
- **SUSTAIN** on/off status
- **DIGITAL REVERB** settings and on/off status
- **BALANCE** (volume for each part)
- **CONDUCTOR** settings
- Keyboard split point
- **TECHNI-CHORD** on/off status
- **AUTO PLAY CHORD** status

How to expand the memory contents

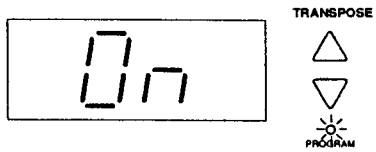
You can expand the range of panel settings that are stored in the **PANEL MEMORY**.

1. Press and hold the **SET** button for a few seconds.

- The display changes to show the currently set **PANEL MEMORY** range.

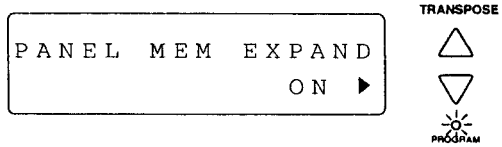
2. Use the **TRANSPOSE** buttons to change to the expanded range.

KN550



OFF indicates the normal range, and On indicates the expanded range.

KN650



OFF indicates the normal range, and ON indicates the expanded range.

- The display returns to the regular performance display a few seconds after you have completed making the setting.

■ **Additional settings stored in expanded mode**

- Rhythm and tempo settings
- **TRANSPOSE** status
- **SYNCHRO** on/off status
- Sounds assigned to the **MANUAL PERCUSSION** buttons (KN650)

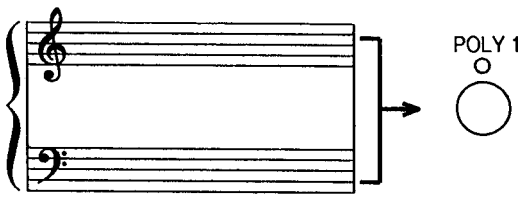
Part III Sequencer

The **SEQUENCER** stores your entire performance—melody and accompaniment, sound and panel setting changes, even changes in the rhythm—for completely automatic playback whenever you desire.

How to use the Sequencer

■ **Recording your performance** (Refer to page 39.)
You can record your performance exactly as you play it.

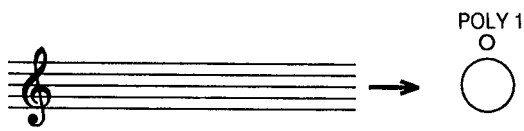
Example



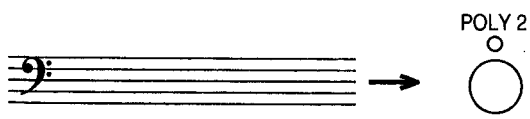
■ **Multi-track recording** (Refer to page 40.)
You can create your own ensemble by recording your performance part-by-part.

Example

Part 1



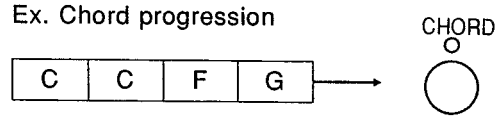
Part 2



■ **Recording a chord progression**
Realtime recording (Refer to page 41.)
Step recording (Refer to page 42.)

Store the chord progresssion to use with the **AUTO PLAY CHORD**.

Ex. Chord progression



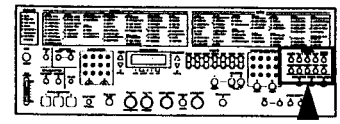
■ **Erasing performance data** (Refer to page 44.)
You can selectively erase performance data.

■ **Saving your performance** (Refer to page 49.)
Your instrument has additional SONG memories in which you can save the performance you recorded in the **SEQUENCER**—two performances on the KN550 and three on the KN650.

Memory capacity
Expressed in terms of notes, the total number of notes which can be recorded in all the **SEQUENCER** tracks is about 1750 in the KN550 and 2000 in the KN650.

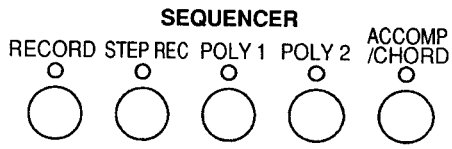
- KN550: During recording, when the remaining memory capacity becomes 20% or less, it is shown as a percentage on the display.
- KN650: During recording, the remaining memory capacity is shown as a percentage on the display.
- When the memory is full, a beep tone sounds, a message appears on the display (KN550: FULL, KN650: Memory full) and recording ends automatically.

Recording tracks



The **SEQUENCER** has several tracks in which you record your performance.

KN550



Track name	Recorded contents
POLY 1, POLY 2	•Your keyboard performance •Sound and volume settings •**DIGITAL EFFECT, SUSTAIN** on/off •Rhythm **START/STOP** •**PITCH BEND** wheel operation data
ACCOMP	•Your keyboard performance •Sound and volume settings •Rhythm **START/STOP** •Selection changes in the **RHYTHM SELECT, TEMPO** setting •**SPLIT POINT, TRANSPOSE** status •**DIGITAL EFFECT, SUSTAIN** on/off •**DIGITAL REVERB** on/off •Selection changes in the **PANEL MEMORY** •**PITCH BEND** wheel operation data •Foot Switch operation (separately sold option)
CHORD	•Chord progression for the **AUTO PLAY CHORD** •**ONE FINGER, FINGERED** on/off •**FILL IN 1, 2, INTRO & ENDING** on •Selection changes in the **RHYTHM SELECT, TEMPO** setting •Volume settings for the **BASS, ACCOMP** and **DRUMS** parts •Selection changes in the **PANEL MEMORY** •**TRANSPOSE** status

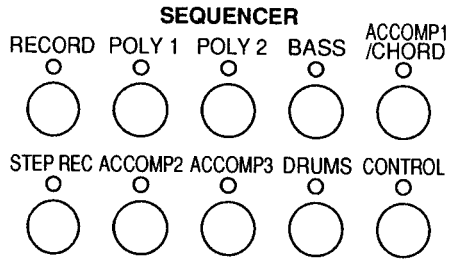
■ About the ACCOMP/CHORD track

This track functions as the **CHORD** track when the **STEP REC** button is turned on. It also functions as the recording track for the automatic accompaniment if either the **ONE FINGER** or **FINGERED** button is on when the **RECORD** button is turned on. When neither button is on, it works as the **ACCOMP** track.

■ About the tempo

- During **SEQUENCER** playback, you can adjust the tempo to a different setting from the recorded tempo without changing the pitch. This means that you can record at a slow tempo and play back at a faster tempo.
- If you wish to record the tempo, by selecting the **ACCOMP** track as the recording track, the beginning tempo setting and any changes in the tempo during your performance are stored. The tempo settings are recalled when this track is turned on during playback.

KN650



Track name	Recorded contents
POLY 1, POLY 2, BASS, ACCOMP 1–3	• Your keyboard performance • Sound and volume settings • **DIGITAL EFFECT, SUSTAIN** on/off • Rhythm **START/STOP** • **PITCH BEND** wheel operation data
CHORD	• Chord progression for the **AUTO PLAY CHORD** • **FILL IN 1, 2, INTRO & ENDING** on • **ONE FINGER, FINGERED** on/off • Volume settings for the **BASS, ACCOMP** and **DRUMS** parts • Selection changes in the **RHYTHM SELECT, TEMPO** setting • Selection changes in the **PANEL MEMORY** • **TRANSPOSE** status
DRUMS	• Percussion performance on the keyboard and with the **MANUAL PERCUSSION** pads • Rhythm **START/STOP, FILL IN 1, 2, INTRO & ENDING** on • **DRUMS** volume
CONTROL	• Rhythm **START/STOP** • Selection changes in the **RHYTHM SELECT, TEMPO** setting, **FILL IN 1, 2, INTRO & ENDING** on • **AUTO PLAY CHORD** status • **TECHNI-CHORD** on/off • **CONDUCTOR** status • **SPLIT POINT, TRANSPOSE** status • **DIGITAL EFFECT, SUSTAIN** on/off • **DIGITAL REVERB** on/off • Selection changes in the **PANEL MEMORY** • Foot Switch operation (separately sold option) • Expression Pedal operation (separately sold option)

■ About the ACCOMP 1/CHORD track

This track functions as the **CHORD** track when the **STEP REC** button is turned on. It also functions as the recording track for the automatic accompaniment if either the **ONE FINGER** or **FINGERED** button is on when the **RECORD** button is turned on. When neither button is on, it works as the **ACCOMP 1** track.

■ About the tempo

- During **SEQUENCER** playback, you can adjust the tempo to a different setting from the recorded tempo without changing the pitch. This means that you can record at a slow tempo and play back at a faster tempo.
- If you wish to record the tempo, by selecting the **CONTROL** track as the recording track, the beginning tempo setting and any changes in the tempo during your performance are stored. The tempo settings are recalled when this track is turned on during playback.

Recording your performance

Here is an outline of the steps you follow to record your performance in the **SEQUENCER**.

Recording procedure

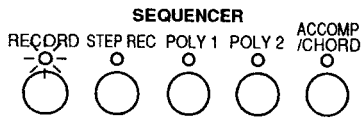
1. Set the sound, effects, volume, etc., for the track you want to record.

2. In the **SEQUENCER** section, press the **RECORD** button to turn it on.

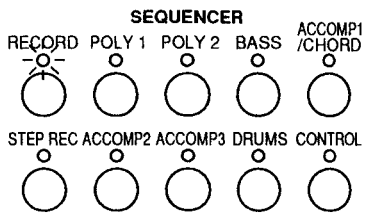
- The track indicators flash rapidly.

3. Press the track button for the track you are going to record.

KN550

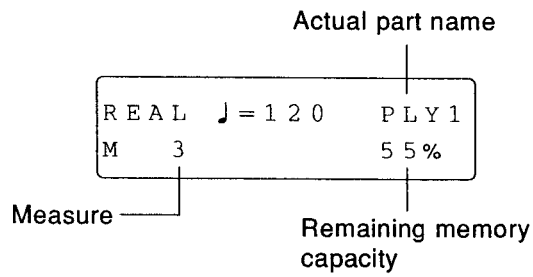


KN650



- The indicator for the selected track flashes slowly, and the indicators for the other tracks go out.
- If both **POLY 1** and either **POLY 2** or **POLY 2 TO LEFT** are on in the **CONDUCTOR**, you can record the **POLY 1** and **POLY 2** tracks simultaneously by pressing both track buttons.

4. Play the keyboard.
- Recording starts.
- Another way to begin recording is to press the **START/STOP** button to start the rhythm.
- You can record at a slow speed and play back at a higher speed. The pitch does not change.
- KN650: During recording, the display appears as follows:

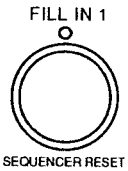


5. When you have finished recording the track, press the **RECORD** button to turn it off.

Playback procedure

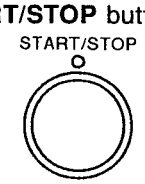
1. Confirm that the indicator for the track you recorded is lit.
- If the indicator is not lit, press the track button to turn it on.

2. Press the **SEQUENCER RESET (FILL IN 1)** button.



- The **SEQUENCER** returns to the beginning of the song and the beginning panel settings are recalled.

3. Press the **START/STOP** button to turn it on.



- The recorded performance is played back automatically.
- You can change the playback tempo with the **TEMPO** buttons.
- If the **START/STOP** button is pressed during playback, the performance stops. Pressing the **START/STOP** button again will cause the performance to continue from the point it was stopped. To return to the beginning of the performance, press the **START/STOP** button to stop the playback, and then press the **SEQUENCER RESET** button.

Multi-track recording

When recording several tracks, you can record one track while listening to the track or tracks already recorded.

■ Record the following example in the **SEQUENCER** with the multi-track recording method.

POLY 1
(01 PIANO 2)

POLY 2
(43 JAZZ ORGAN 1)

Multi-track recording procedure

■ **Record the POLY 1 track.**

1. In the **SEQUENCER** section, press the **RECORD** button to turn it on.
2. Press the **POLY 1** track button.
3. Set the sound, effects, volume, etc., for **POLY 1**.
4. Play the **POLY 1** part on the keyboard.
5. When you have completed recording the **POLY 1** part, press the **RECORD** button to turn it off.

■ **Record the POLY 2 track.**

1. In the **SEQUENCER** section, press the **RECORD** button to turn it on.
2. Press the **POLY 2** track button.
3. Set the sound, effects, volume, etc., for **POLY 2.**
4. Press the **START/STOP** button to turn it on.
5. Play the **POLY 2** part on the keyboard in time with the **POLY 1** part.
6. When the **POLY 2** part ends, press the **RECORD** button to turn it off.

- To play back your performance, refer to page 39.
- In the same way, you can record the **ACCOMP**, **BASS** (KN650) and **DRUMS** (KN650) tracks.

- If the recording procedure is followed for a track which is already recorded, the previously stored performance is erased and the new performance is recorded.
- You can erase the **SEQUENCER** contents. When you wish to redo a performance or begin a new performance, first erase the recorded contents. (Refer to page 44.)
- By using the SONG SAVE/LOAD function, you can keep the contents of the performances in the memory. (Refer to page 49.)
- The **SEQUENCER** contents are preserved even if the **PLAY** button is turned off, as long as power is being supplied through the AC adaptor or the batteries.

Recording the chord progression

Store the chord progression in the **CHORD** track. When the **AUTO PLAY CHORD** is used during playback, the chords change automatically. Use either the realtime recording method or the step record method.

■ Try storing the following chord progression.

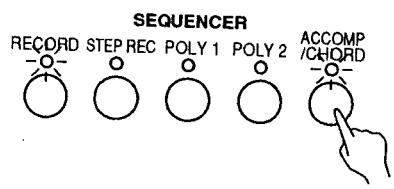
Realtime recording

1. Select the rhythm and set the tempo. Turn on the **ONE FINGER** or **FINGERED** button.

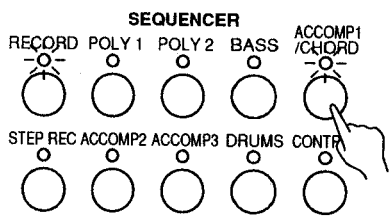
2. In the **SEQUENCER** section, press the **RECORD** button to turn it on.

3. Press the **ACCOMP/CHORD** track button.

KN550



KN650



- The **ACCOMP/CHORD** track indicator flashes slowly.

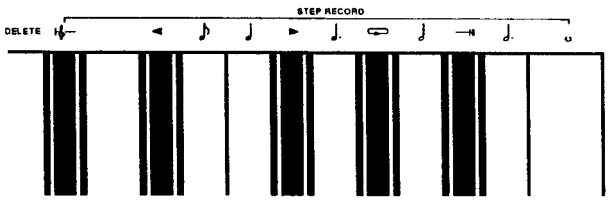
4. Press the **START/STOP** button and play the chord performance.
- The automatic accompaniment begins and chord recording starts.
- Chords can be played on any section of the keyboard.

5. When you have completed recording the chord performance, press the **RECORD** button to turn it off.

- In step 3, if you press both the **ACCOMP/CHORD** track button and a **POLY** track button, you can record the **POLY** part at the same time. In this case, play the melody on the right section of the keyboard, and specify the chords on the left section.
- For playing back the recorded chord progression, refer to page 43.

Step recording

While playing the chord keys with your left hand, use the **STEP RECORD** keys on the right end of the keyboard to specify the length of the chord.



Note value keys

- 𝅝 Press to store a whole note.
- 𝅗𝅥. Press to store a dotted half-note.
- 𝅗𝅥 Press to store a half-note.
- ♩. Press to store a dotted quarter-note.
- ♩ Press to store a quarter-note.
- ♪ Press to store an eighth-note.

Reset key

- 𝄞— Press to begin recording from the beginning.

Correction keys

- ◄ Press once to move back one chord.
- ► Press once to move forward one chord.
- DELETE Erase the stored chord.

Repeat key

- Press to complete storage and specify automatic repeat playback of the stored progression.

End key

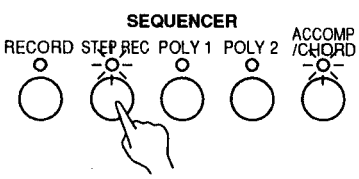
- —‖ Press after the whole chord progression has been stored. The chord progression will not be repeated during playback.

■ Example of storing a chord progression

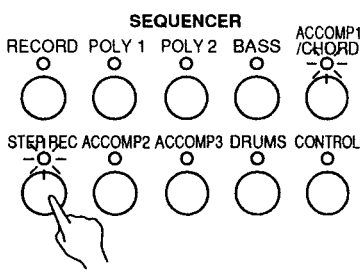
C	C	F	G7	C	Am
𝅝	𝅝	𝅗𝅥	𝅗𝅥	𝅗𝅥	𝅗𝅥

1. Press the **STEP REC** button to turn it on.

KN550



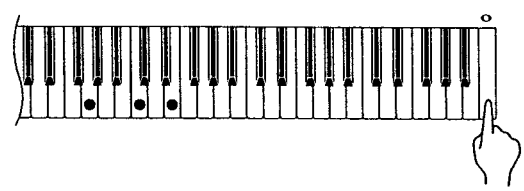
KN650



- The **CHORD** track indicator flashes.

2. Store the chords.

<Measure 1, measure 2>
While playing the C chord with your left hand, press the 𝅝 key one time with your right hand.



- A C major chord of 𝅝 length is stored.
- A "beep" tone indicates that the chord has been successfully stored.

Store the second measure in the same way.

<Measure 3>
① While playing an F chord, press the ♩ key one time.

② While playing a G7 chord, press the ♩ key one time.

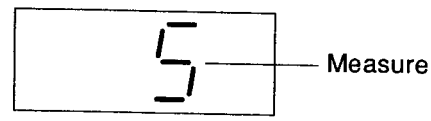
<Measure 4>
① While playing a C chord, press the ♩ key one time.
② While playing an Am chord, press the ♩ key one time.

3. When you have completed storing the chord progression, press the End key —H .
- The **STEP REC** indicator turns off.
- During playback, playback of the recorded chord progression stops at this point. For automatic repeat playback of the chord progression, press the Repeat key ⟲ instead of the End key —H .

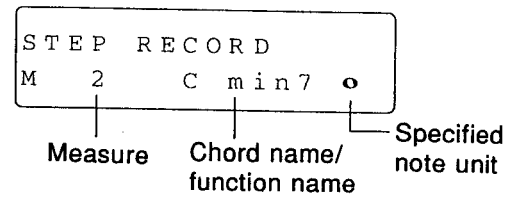
- You can specify a rest by pressing a note value key without pressing the chord keys.
- The tempo setting and changes in the rhythm selection can also be stored. The rhythm and the tempo can be changed during recording.

- During step recording, the display similar to the following appears:

KN550



KN650



The beat is also indicated by the measure number. For example, M2 indicates the first beat of measure 2, M2_2 indicates the second beat of measure 2, etc.

- During recording, if a **FILL IN** button or the **INTRO & ENDING** button is pressed, the specified command is stored at that timing. (An intro can be stored only at the beginning. When an intro is stored, the measure number is incremented by the corresponding number of measures.)
- If you wish to store a chord with an intro or ending pattern, while playing the chord press the **INTRO & ENDING** button.

Correcting chords
During the recording procedure, if you wish to correct a chord or command, use the ► and ◄ correction keys to advance or go back to the location of the desired change, press the **DELETE** key to erase the chord or command, and then store the new chord or command in that place.
- If you wish to erase the entire chord progression, hold down the **DELETE** key and press the End key —H .
- KN550: The stored commands are indicated as follows.

► **INTRO** command: The **INTRO & ENDING** indicator flashes slowly.
► **COUNT INTRO** command: The **COUNT INTRO** (**FILL IN 2**) indicator flashes slowly.
► **ENDING** command: The **INTRO & ENDING** indicator flashes rapidly.
► **FILL IN** command: The **FILL IN 1** or **2** indicator flashes rapidly.
► End/Repeat command: E (End) or r (Repeat) appears on the display.

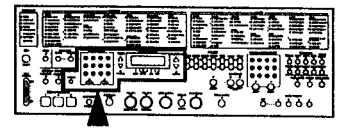
- Rests are indicated as follows.
KN550: Indicated by _ on the display.
KN650:
𝄽 ..... one-beat rest
𝄾 ..... half-beat rest
𝄽 × 10 ..... 10-beat rest
For rests such as 𝄽 × 10, the rest is erased in increments of 𝄽 .

Playing back the chord progression

1. Confirm that the **CHORD** track indicator is on.

2. Press the **SEQUENCER RESET** (**FILL IN 1**) button.

3. Press the **START/STOP** button to turn it on.
- The **AUTO PLAY CHORD** begins to play according to the stored chord progression.

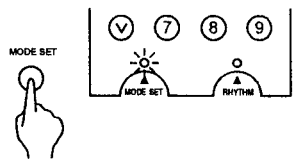


Erasing the recorded performance

You can erase the contents of selected tracks, for example, when you have made an error in your performance and you wish to record the track again.

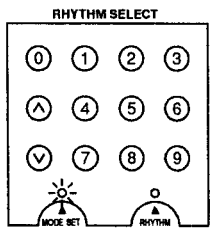
Sequencer clear

1. Press the **MODE SET** button.



- The **MODE SET** indicator flashes.

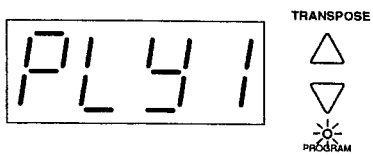
2. On the **RHYTHM SELECT** number pad, select **01**.



- The specified number is shown on the display for a fixed period of time.

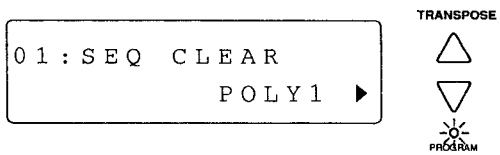
3. Specify the track with the **TRANSPOSE** buttons.

KN550



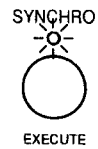
ALL : All parts PLY2 : POLY2
PLY1 : POLY1 ACC : ACCOMP/CHRD : CHORD

KN650



Select from ALL, POLY1, POLY2, BASS, ACCOMP1/CHORD, ACCOMP2, ACCOMP3, DRUMS and CONTROL.

4. Press the **EXECUTE** (**SYNCHRO**) button.



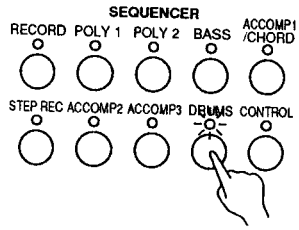
- On the display, Sure (KN550) or "Are you sure?" (KN650) appears. If you wish to cancel the procedure, press the **MODE SET** button.

5. If you wish to continue and erase the contents of the selected track, press the **EXECUTE** button again.
- The contents of the specified track are erased, End (KN550) or "Completed!" (KN650) is shown on the display, and the instrument returns to the normal performance mode.
- Repeat this procedure to erase other tracks as desired.

Recording each part

<DRUMS part>

1. Press the **DRUMS** track button.



- The **DRUMS** indicator flashes.
- If you cleared the **COMPOSER** memory in step 5 in the section above on "Preparation," the metronome starts. If you did not clear the **COMPOSER** memory, the rhythm starts.

2. Adjust the tempo.
- You can increase the tempo when the rhythm pattern is played back, so while you are recording, set the tempo to the level at which you can play easily.

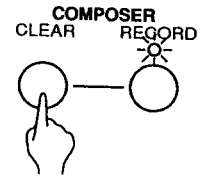
3. On the **SOUND/VARIATION SELECT** number pad, select a percussion type (**95–99**).

- You can also select the variation, if desired.

4. Play the drums pattern on the keyboard.
- The measures are repeatedly played back, during which time any newly played notes are added to those already recorded. This allows you to create your pattern by adding a few notes at a time.
- The percussion instruments correspond to the illustrations above the keyboard. (Refer to page 31.)

■ To clear the recorded contents

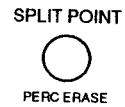
Press the **CLEAR** button.



- The memory for the **DRUMS** part is cleared.

■ To erase the instruments

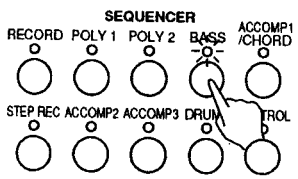
While holding down the **PERC ERASE (SPLIT POINT)** button, press the keyboard key for the percussion instrument sound you wish to erase.



- The specified percussion instrument only will be erased for as long as the **PERC ERASE** button is kept pressed.

<BASS part>

1. Press the **BASS** track button.



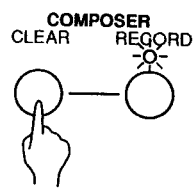
- The **BASS** indicator flashes.

2. On the **SOUND/VARIATION SELECT** number pad, select the desired sound for the **BASS** part (**00–94**).

3. Play the **BASS** part in time with the **DRUMS** part.
- Record the performance in C major for correct chord progressions during playback.
- Only one **BASS** note can be played or can sound at a time.

■ To clear the recorded contents

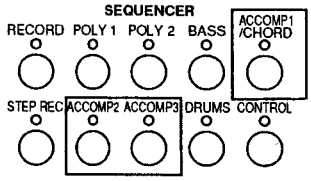
Press the **CLEAR** button.



- The memory for the **BASS** part is cleared.

<ACCOMP parts>

1. Press an **ACCOMP** track button (**ACCOMP 1, 2** or **3**).



- The indicator for the selected **ACCOMP** part flashes.

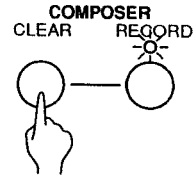
2. On the **SOUND/VARIATION SELECT** number pad, select the desired sound for the **ACCOMP** part (**00–94**).

3. Play the **ACCOMP** part in time with the other previously recorded parts.
- Record the performance in C major for correct chord progressions during playback.

- If desired, record the other **ACCOMP** parts in the same manner.

■ To clear the recorded contents

Press the **CLEAR** button.

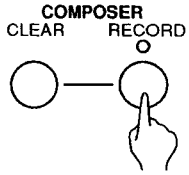


- The memory for the selected **ACCOMP** part is cleared.

- Expressed in terms of notes, the total memory capacity of the **COMPOSER** is approximately 1500 notes.
- The remaining memory is shown as a percentage (%) on the display.
- When the memory is full, "Memory full" is shown on the display and no more data can be recorded.

To end recording

When you have completed storing all the parts, press the **RECORD** button to turn it off.



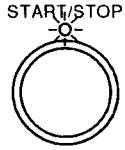
- The instrument returns to the normal performance mode.
- If you wish to create patterns for other rhythm components (INTRO and FILL IN, for example), repeat the procedure beginning from "Preparation" above. In this case, select **99 COMPOSER** in step 1, and select the desired rhythm component in step 4.

Playing back your stored rhythm pattern

Your newly created rhythm pattern can be played back just like the preset rhythms.

1. On the **RHYTHM SELECT** number pad, select **99**.

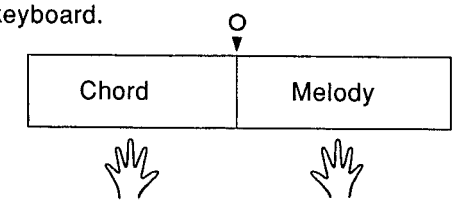
2. Press the **START/STOP** button.



- The **DRUMS** part begins to play back.

3. Press either the **ONE FINGER** or **FINGERED** button of the **AUTO PLAY CHORD** to turn it on.

4. Specify the chord on the left section of the keyboard.



- The **BASS** and **ACCOMP** parts are played back in the specified chords.

Part IV Composer (KN650)

Rhythm number **99 COMPOSER** of the **RHYTHM SELECT** is reserved for a rhythm you create and store yourself with the **COMPOSER** feature.

■ Parts of the COMPOSER

Your rhythm pattern is made up of five parts. The parts and the maximum number of notes which can sound simultaneously are as follows:

ACCOMP1	4 notes
ACCOMP2	4 notes
ACCOMP3	4 notes
BASS	1 note
DRUMS	6 notes

■ Rhythm components which can be stored

The following components of the rhythm pattern can be created and stored, giving you complete creative control.

- NORMAL (the basic rhythm pattern)
- INTRO
- FILL IN 1
- FILL IN 2
- ENDING

■ Two ways to record in the COMPOSER

A. Compose a completely new rhythm pattern from scratch, including fill-ins, an intro and an ending.

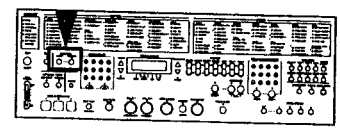
B. Copy a preset rhythm, change parts of it, and store it as a new rhythm pattern. You can also use this procedure to change any single component (for example, only the fill-in pattern) of a preset rhythm pattern.

■ Preserve the recorded pattern.

By using the SONG memories, you can save three of your original rhythm patterns. (Refer to page 49.)

Creating and storing a rhythm pattern

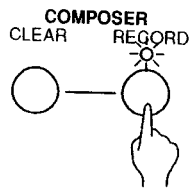
Specify the number of measures, record each part separately.



Preparation

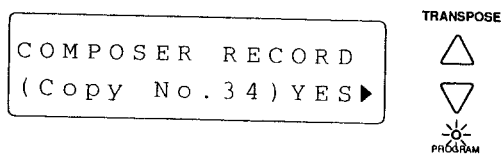
1. Select a prerecorded rhythm pattern.
   - If you are going to create a completely new rhythm pattern, select a rhythm pattern with the same time signature as the one you are creating.

2. In the **COMPOSER** section, press the **RECORD** button to turn it on.



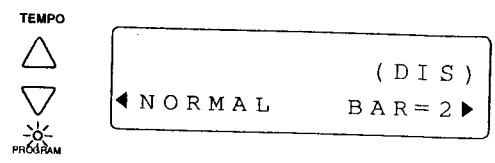
   - The display changes to the confirmation display.

3. Press either **TRANSPOSE** button.



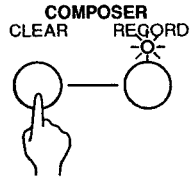
   - The rhythm number you specified in step 1 is copied to the **99 COMPOSER** memory (any previously recorded pattern is erased).
   - If you decide that you do not wish to copy the selected rhythm to the **99 COMPOSER** memory, press the **RECORD** button instead of a **TRANSPOSE** button.

4. Use the **TEMPO** buttons to select the rhythm component you wish to create.

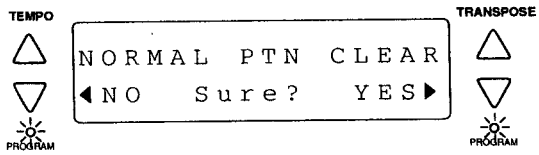


   - Select from NORMAL (the basic rhythm pattern), INTRO, FILL 1, FILL 2 and ENDING.

5. If all the parts of the rhythm component are to be created from scratch, press the **CLEAR** button.



- The confirmation display appears.

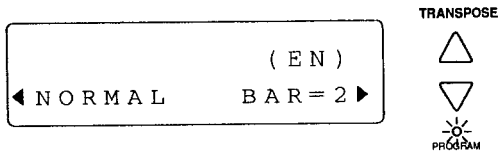


- Press either **TRANSPOSE** button to clear the parts.
- The **ACCOMP 1–3**, **BASS**, and **DRUMS** part memories are cleared.
- If you do not wish to clear the parts, press either **TEMPO** button to cancel the clear procedure.

Setting the number of measures in the pattern

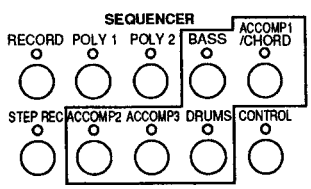
If you pressed the **CLEAR** button, you may set the number of measures in the rhythm pattern (except for FILL IN).

Use the **TRANSPOSE** buttons to specify the number of measures in your rhythm pattern (1–8).



- If (EN) is shown on the display, you can set the number of measures. However, if (DIS) is shown, you cannot set the number of measures. In this case, if you attempt to set the number of measures, "Change Impossible!!" appears on the display.

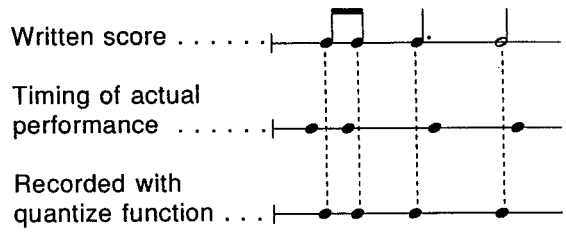
6. Use the **SEQUENCER** track buttons to select the part you wish to record.



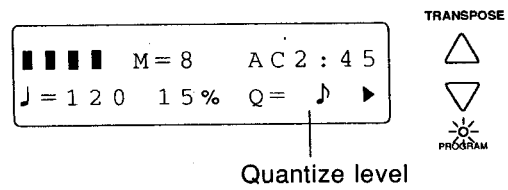
- Select one from **BASS**, **ACCOMP 1–3** and **DRUMS**. See also the following section on "Recording each part."

■ **Quantize**

When you play the keyboard, your timing may not be exact, and that is the way it will be recorded and played back. However, when you record with the quantize function on, any unevenness in the timing of your performance is smoothed out.
For example, if you record the following music with the quantize level set to Q= ♪:



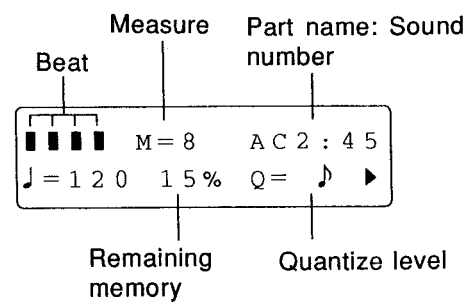
Use the **TRANSPOSE** buttons to set the desired quantize level.



- Select from 𝅘𝅥𝅯₃, 𝅘𝅥𝅯, 𝅘𝅥₃, 𝅘𝅥, 𝅗𝅥₃, 𝅗𝅥, 𝅗𝅥, OFF (initial setting). A "3" indicates a triplet note.
- The quantize level can be changed during recording.

■ **Display during recording**

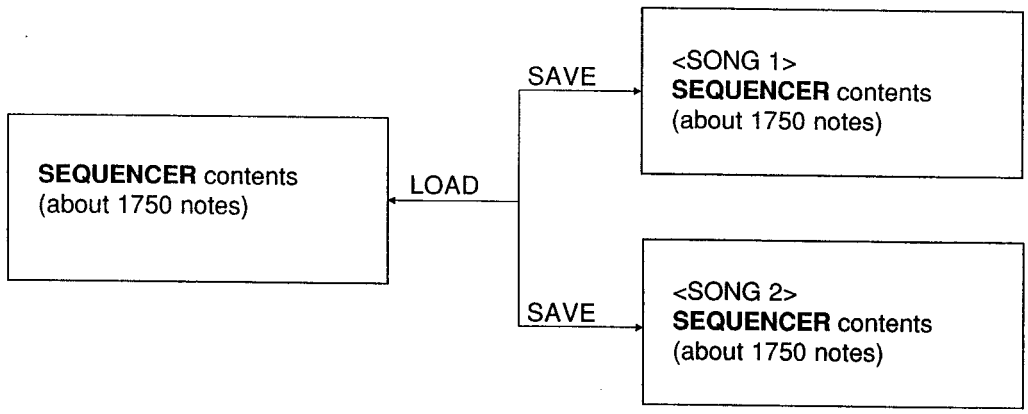
During **COMPOSER** recording, the display looks similar to the following:



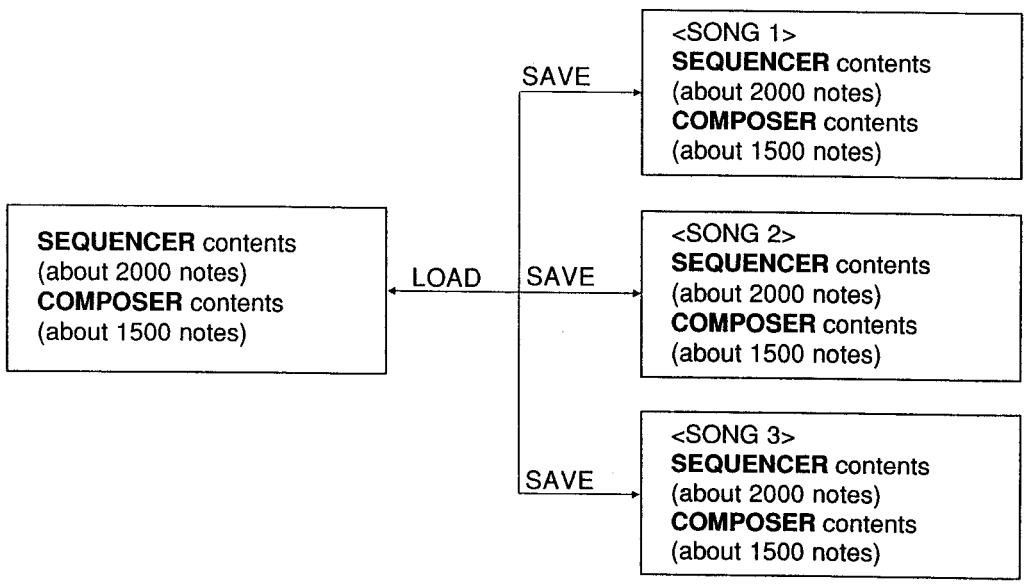
Part V Song memory

Only one performance can be stored in the **SEQUENCER** and **COMPOSER** (KN650). However, by using the SONG SAVE/LOAD feautre, two (KN550) or three (KN650) performances can be saved in the SONG memories.

■ **KN550**



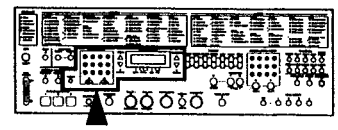
■ **KN650**



For example, record a performance in the **SEQUENCER**, then use the SONG SAVE function to save the performance in one of the SONG memories. Record a new performance in the **SEQUENCER** and save this performance in another SONG memory. Use the SONG LOAD function to recall a song from a SONG memory and play it back at any time.

- KN650: When saving a performance in a SONG memory, the **COMPOSER** contents at that time are also saved.
- The contents of the SONG memories are retained as long as power is supplied through either the AC adaptor or the batteries.

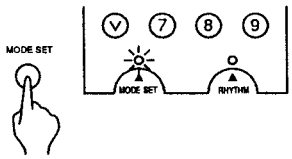
Saving the recorded contents



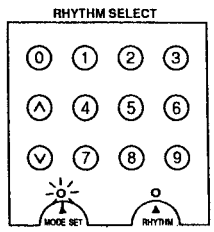
SONG SAVE

1. Record a performance in the **SEQUENCER** and **COMPOSER** (KN650).

2. Press the **MODE SET** button.



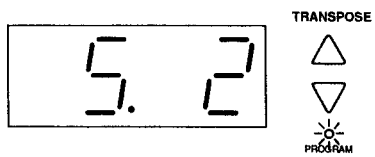
3. On the **RHYTHM SELECT** number pad, select **03**.



- The specified number is shown on the display for a fixed period of time.

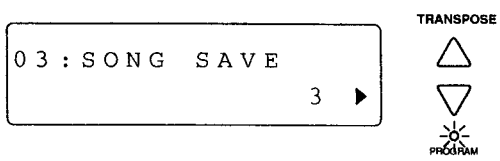
4. Specify the number of the SONG memory with the **TRANSPOSE** buttons.

KN550



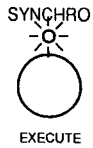
Select 1 or 2.

KN650



Select 1, 2 or 3.

5. Press the **EXECUTE** (**SYNCHRO**) button.



- On the display, Sure (KN550) or "Are you sure?" (KN650) appears. If you wish to cancel the procedure, press the **MODE SET** button.

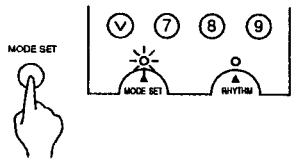
6. If you wish to continue and save the song, press the **EXECUTE** button again.
- The **SEQUENCER** and **COMPOSER** (KN650) contents are saved in the specified SONG memory number, End (KN550) or "Completed!" (KN650) is shown on the display, and the instrument returns to the normal performance mode.

- When the SONG SAVE procedure is performed, any previously saved contents of the selected SONG memory are erased.

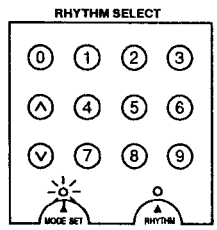
Loading the recorded contents

SONG LOAD

1. Press the **MODE SET** button.



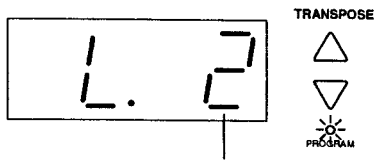
2. On the **RHYTHM SELECT** number pad, select **02**.



- The specified number is shown on the display for a fixed period of time.

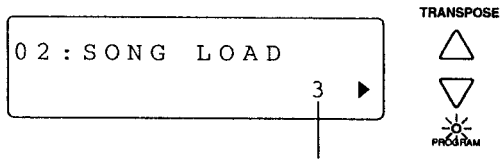
3. Specify the number of the SONG memory with the **TRANSPOSE** buttons.

KN550



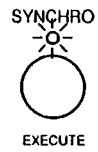
Select 1 or 2.

KN650



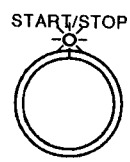
Select 1, 2 or 3.

4. Press the **EXECUTE** (**SYNCHRO**) button.



- The contents of the specified SONG memory number are loaded to the **SEQUENCER**, End (KN550) or "Completed!" (KN650) is shown on the display, and the instrument returns to the normal performance mode.
- If you have selected a SONG memory for which no contents have been saved, no50 (KN550) or "Error!! Song Not Found" (KN650) is shown on the display.

5. Press the **START/STOP** button to turn it on.



- The recalled performance begins to play.
- KN650: To play back the **COMPOSER** rhythm, select **99 COMPOSER** on the **RHYTHM SELECT** number pad.

- When the SONG LOAD procedure is performed, any previously recorded contents of the **SEQUENCER** and **COMPOSER** (KN650) are replaced by the contents of the SONG memory.

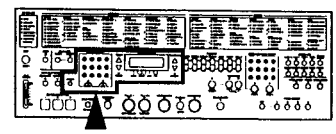
Part VI Setting the functions

Various functions related to the operation of this instrument can be adjusted and regulated to match your particular needs.

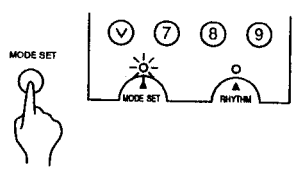
Summary of functions which can be set

- **00 INITIAL**
  The settings of this instrument can be initialized.
- **01 SEQUENCER CLEAR** (Refer to page 44.)
- **02 SONG LOAD** (Refer to page 51.)
- **03 SONG SAVE** (Refer to page 50.)
- **04 FOOT SWITCH SETTING**
  Assign the desired function to the Foot Switch (sold separately).
- **05 TUNING**
  Fine-tune the pitch of this instrument to match that of other instruments when playing in ensemble.
- **06 PITCH BEND RANGE**
  Set the amount of pitch change when the **PITCH BEND** wheel is used.
- **07 TOUCH ON/OFF**
  Set the touch response to on or off.
- **08 REVERB TYPE & DEPTH**
  Select the type of **DIGITAL REVERB** and adjust the depth of the echo.
- **09–11 MIDI settings**
  (Refer to the chapter on MIDI, beginning on page 58.)
- **12 LCD CONTRAST** (KN650)
  Adjust the amount of contrast on the **MUSICAL DISPLAY**.

Selecting the function

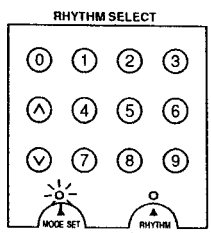


1. Press the **MODE SET** button.



- The **MODE SET** indicator flashes.

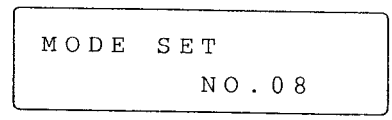
2. On the **RHYTHM SELECT** number pad, select the number of the function you wish to set (two digits).



- On the display, the function number is shown for a fixed period of time, and after a time the display changes to the function-setting display for the specified function.

KN550

KN650



- The list of functions and their numbers is shown at the left end of the operation panel.
- KN650: The ⓐ and ⓥ buttons can also be used to select the number.

3. Make the settings.
- Continue to the next page for detailed information about the settings.

Adjusting the settings

Adjust the settings after selecting the function (refer to page 52).

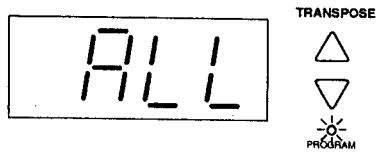
INITIAL

Reset the various settings and memories of this instrument to their factory-preset status.

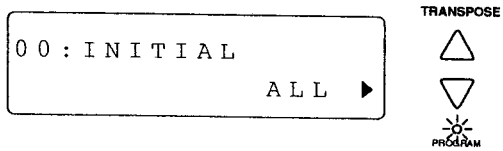
1. Select **00 INITIAL**.

2. Use the **TRANSPOSE** buttons to select the desired type of initialization.

KN550



KN650



- Select one of the following types of initialization. The brackets [ ] show the KN550 display.

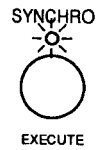
  ALL [ALL]: All settings and memories (including SONG memories) are initialized.

  COMPOSER (KN650): The **COMPOSER** memory is initialized.

  SEQUENCER [SEQ]: The **SEQUENCER** memory is initialized.

  MIDI [MIDI]: The MIDI settings are initialized.

3. Press the **EXECUTE** (**SYNCHRO**) button.



- On the display, Sure (KN550) or "Are you sure?" (KN650) appears. If you wish to cancel the procedure, press the **MODE SET** button.

4. If you wish to continue and initialize the settings and memories, press the **EXECUTE** button again.
- After the specified memory is initialized, End (KN550) or "Completed!" (KN650) is shown on the display, and the instrument returns to the normal performance mode.

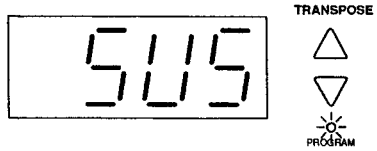
FOOT SWITCH SETTING

Assign a function to be turned on/off by the Foot Switch (separately sold option).

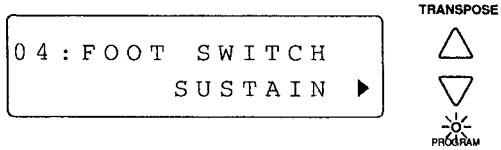
1. Select **04 FOOT SWITCH SETTING**.

2. Assign the desired function to the Foot Switch with the **TRANSPOSE** buttons.

KN550



KN650



- Functions to be assigned: [ ] indicates the KN550 display.

SUSTAIN [SUS]
GLIDE[GL 18]*
TECHNI-CHORD [tchd]
START/STOP [Strt]
FILL IN 1 [Fill 1]
FILL IN 2 [Fill 2]
ENDING [End]
P. MEM INCR [P.Inc]**

* GLIDE: When the Foot Switch is depressed, the sound of the entire instrument slides down by approximately one semitone, and when the Foot Switch is released, the pitch slides back to the normal pitch. (This effect does not work for some of the sounds, such as the piano sounds.)

** P. MEM INCR: The **PANEL MEMORY** number changes to the next number.

3. When you have finished making the setting, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

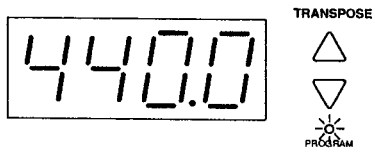
TUNING

Use this setting to fine-tune the pitch of this instrument when playing along with other instruments or with a recorded performance.

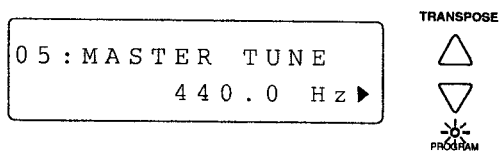
1. Select **05 TUNING**.

2. Use the **TRANSPOSE** buttons to adjust the setting.

KN550



KN650



- The pitch is adjustable within a range of 427.3–453.0 Hz. The decimal can be set to 0, 3 or 6.
- Press both **TRANSPOSE** buttons simultaneously to instantly return the pitch to the standard 440.0 Hz.

3. When you have finished making the setting, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

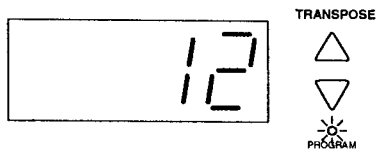
PITCH BEND RANGE

Set the pitch range of the **PITCH BEND** wheel.

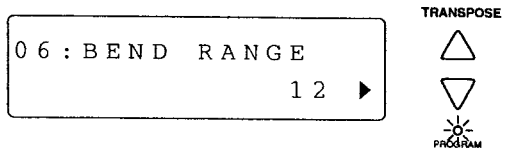
1. Select **06 PITCH BEND RANGE**.

2. Use the **TRANSPOSE** buttons to adjust the setting.

KN550



KN650



- Specify a range from 1–12. Increments are in semitones. The higher the number, the greater the change in pitch when the **PITCH BEND** wheel is operated.

3. When you have finished making the setting, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

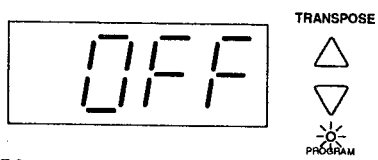
TOUCH ON/OFF

Set the touch response function of the keyboard to on or off.

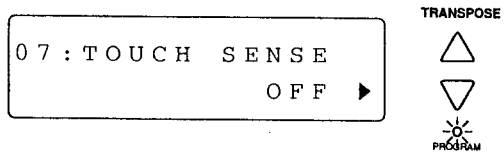
1. Select **07 TOUCH ON/OFF**.

2. Use the **TRANSPOSE** buttons to turn the function on or off.

KN550



KN650



- ON: Playing the keyboard harder produces a louder sound, just as in an acoustic piano.
- OFF: The volume does not change in response to how hard or softly the keyboard is played.

3. When you have finished making the setting, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

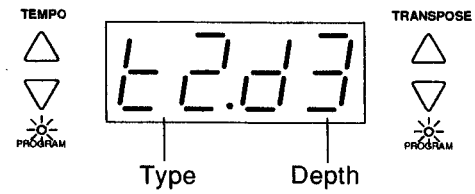
REVERB TYPE & DEPTH

Select the type of **DIGITAL REVERB** and adjust the depth of the echo.

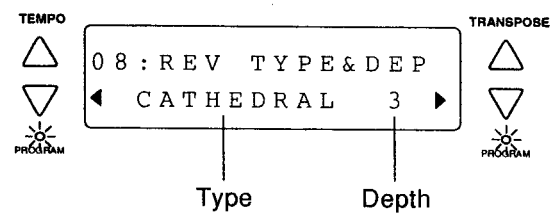
1. Select **08 REVERB TYPE & DEPTH.**

2. Use the **TEMPO** buttons to select the type, and the **TRANSPOSE** buttons to adjust the depth.

KN550



KN650



Type
- KN550: Select from 1–8.
- KN650: Select from eight types of reverb: ROOM 1, 2, HALL 1, 2, 3, CATHEDRAL, ECHO 1, 2.

Depth
- Specify a depth from 1–8. The higher the number, the more pronounced the effect.

3. When you have finished making the setting, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

■ **Quick setting**

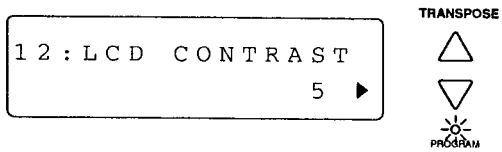
If the **DIGITAL REVERB** button is pressed and held down, the display changes to this display, allowing you to make the setting immediately.
- The display returns to the normal performance display a few seconds after you have completed making the setting.

LCD CONTRAST (KN650)

Adjust the brightness of the LCD display so that it is easy to read.

1. Select **12 LCD CONTRAST.**

2. Use the **TRANSPOSE** buttons to adjust the setting.



- Select a setting from 1–8. The higher the number, the darker the characters appear.

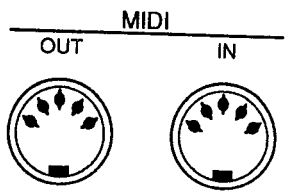
3. When you have finished making the setting, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

Part VII MIDI

What is MIDI?

MIDI (Musical Instrument Digital Interface) is the international standard for digital communication of electronic musical instrument data. This means that any equipment which has a MIDI terminal—such as electronic musical instruments and personal computers—can easily exchange digital data with other MIDI equipment without resorting to complicated conversions or connections.

About the MIDI terminals

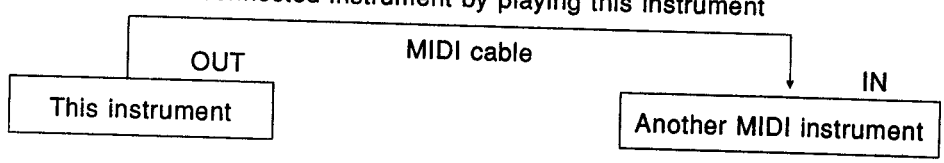


IN: The terminal by which this instrument receives data from other equipment.
OUT: The terminal that transmits data from this instrument to other equipment.

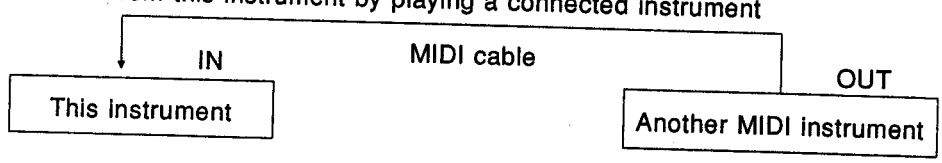
- For these connections, use a commercially available MIDI cable. Contact your Technics dealer for more information.

Connection examples

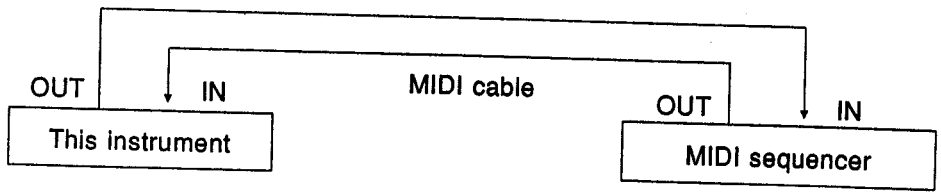
■ To generate sound from a connected instrument by playing this instrument



■ To generate sound from this instrument by playing a connected instrument



■ To record your performance in a connected MIDI sequencer, or to generate sound from this instrument by operating a connected MIDI sequencer



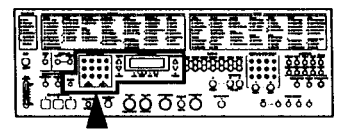
Outline of MIDI functions which can be set

■ **09 MIDI BASIC CH**
- MIDI channels and local control

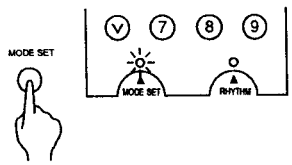
■ **10 MIDI OTHERS**
- REAL-TIME
- CLOCK
- TRANSPOSE transmit mode
- NOTE-ONLY
- POLY1 receive mode
- ACCOMP receive mode
- AUTO PLAY CHORD transmit mode
- TECHNI-CHORD transmit mode
- DRUMS transmit on/off
- DRUMS transmit type
- PANEL MEMORY program change
- PROGRAM CHANGE

■ **11 MIDI SYSTEM EXCLUSIVE**
- MIDI EXCLUSIVE message

Selecting the function

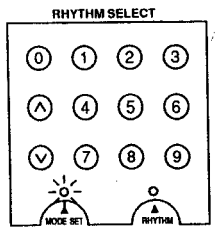


1. Press the **MODE SET** button.



- The **MODE SET** indicator flashes.

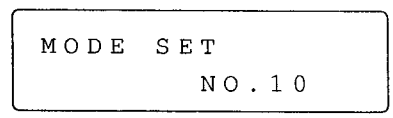
2. On the **RHYTHM SELECT** number pad, select the number of the MIDI function you wish to set (two digits).



- On the display, the function number is shown for a fixed period of time, and after a time the display changes to the function-setting display for the specified function.

KN550

KN650



- The list of functions and their numbers is shown at the left end of the operation panel.

3. Make the settings.
- Continue to the next page for detailed information about the settings.

Adjusting the settings

Adjust the MIDI settings after selecting the function (refer to page 58).

MIDI BASIC CH

Many different kinds of performance data are sent using just one MIDI cable. This is possible because MIDI signals are sent and received through 16 different MIDI channels (numbered 1–16). In order for the exchange of data to take place, the channels on the transmission side must match the channels on the receiving side. Channel numbers have already been assigned to parts (default settings) but you can reassign channel numbers as desired.

Default channel settings for each part

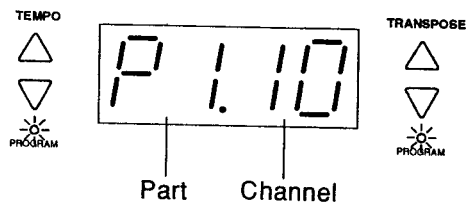
Part	KN550 display	KN650 display	Channel
POLY 1	P1	POLY 1	1
POLY 2	P2	POLY 2	4
BASS	bA	BASS	3
ACCOMP 1	A1	ACMP 1	5
ACCOMP 2	A2	ACMP 2	9
ACCOMP 3	A3	ACMP 3	10
DRUMS	dr	DRUMS	15
CONTROL	Ct	CTRL	16

■ Setting procedure

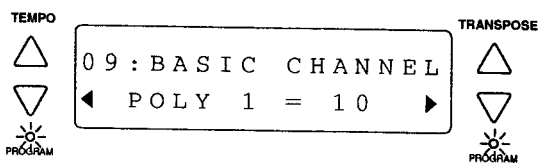
1. Select **09 MIDI BASIC CH.**

2. Use the **TEMPO** buttons to select the part and the **TRANSPOSE** buttons to select the channel for that part.

KN550



KN650

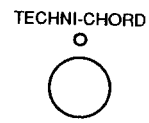


- Select from OFF, 1–16 for the channel number. The same channel number cannot be assigned to more than one part. If you attempt to do so, the number indication will flash.
- To assign other parts to channels, repeat this procedure.

■ Local control

While in the **MIDI BASIC CH** setting mode, you can specify, for each part, whether this instrument's sound generator is enabled or not.

Use the **TECHNI-CHORD** button to set local control to ON or OFF.



ON (indicator is lit):
The performance of the specified part from this instrument is transmitted as MIDI data and also sounds from this instrument.

OFF (indicator is not lit):
The performance of the specified part from this instrument is transmitted as MIDI data but does not sound from this instrument.

3. When you have finished making the settings, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

MIDI OTHERS

The following MIDI functions can be set.

[ ] indicates KN550 display.
* indicates the default setting.

Function	Description	Setting
REAL-TIME [Strt]	Enable or disable the transmission/reception of rhythm and sequencer start/stop data.	EN [En]*: Rhythm start/stop and sequencer start/stop data is transmitted/received. DIS [dIS]: Rhythm start/stop and sequencer start/stop data is not transmitted/received.
CLOCK [CLOC]	Select whether this instrument's clock or that of the connected instrument is used to control the rhythm and sequencer performance.	MIDI [MIdI]: The clock of the connected equipment is used to control the performance. This instrument's clock is disabled. (When set to this mode, "– – –" is shown on the tempo display.) INT [int]*: This instrument's internal clock is used to control the performance. The clock of the connected equipment is disabled.
TRANSPOSE [tr-SP]	Select whether or not transposed notes are transmitted as MIDI data.	ON [On]: When the **TRANSPOSE** function is active, the note number of the transposed note is transmitted. OFF [OFF]*: The note number of the played key is transmitted.
NOTE-ONLY [notE]	Select whether note data only or all performance data is transmitted/received.	ON [On]: Of the performance data, only note on/off and all-note-off data is transmitted/received. OFF [OFF]*: All performance data used in this instrument is received.
POLY1-IN [P.in]	Set the mode for MIDI key note input when performance data is received.	CND [cnd]: Performance data for the **POLY 1** part only is received. The **CONDUCTOR** determines which sound is produced. DIR [dir]*: Performance data for all parts is received on matching channels; this instrument's **CONDUCTOR** is inoperative. (This instrument is used as a sound generator when each part is played independently on the connected instrument.)
ACMP1-IN (ACCOMP in) [A.in]	Select whether or not data received for the **ACCOMP** (KN550), **ACCOMP 1** (KN650) part is used to produce an accompaniment pattern.	APC [APC]: The key note data received for the **ACCOMP (1)** part is used for the **AUTO PLAY CHORD** to produce an accompaniment pattern. DIR [dir]*: The received key note data is not used for the **AUTO PLAY CHORD**.

Function	Description	Setting
APC-OUT [Aout]	Select whether or not data generated by the **AUTO PLAY CHORD** is transmitted.	APC [APC]: Key note data for the **ACCOMP** and **BASS** parts of the **AUTO PLAY CHORD** is transmitted as performance data. CHORD [chrd]*: Chords are transmitted just as they are played on the keyboard. The derived **AUTO PLAY CHORD** accompaniment is not transmitted.
TEC-CD-OUT [tchd]	Select whether or not the notes created by the **TECHNI-CHORD** function are transmitted as MIDI data.	ON [On]: When the **TECHNI-CHORD** button is on, key notes created by the **TECHNI-CHORD** function are also transmitted. OFF [OFF]*: Only key note data of the pressed keys is transmitted.
DRUMS-OUT [dout]	Select whether or not the notes for the **DRUMS** part are transmitted (during the **AUTO PLAY CHORD** performance).	ON [On]: Key note data for the **DRUMS** part is transmitted. OFF [OFF]*: Key note data is not transmitted.
DRUMS-TYP [dtYP]	Specify how key note data is handled when **DRUMS** messages are transmitted.	NORM [nor]*: **DRUMS** sounds are transmitted corresponding to this instrument's key note numbers. TECH [tEC]: This instrument's **DRUMS** sounds correspond to the same key note numbers for connected Technics models set to this type.
P.MEM.PCG (PANEL MEMORY program change) [PCHG]	Select whether or not panel changes effected by operation of the **PANEL MEMORY** buttons are transmitted/received as data for the **POLY 1** program change.	EN [En]: Data is transmitted/received. DIS [dIS]*: Data is not transmitted/received.
PROG-CHG [PCG]	Select the mode for transmitting/receiving sound change data. • For the PROGRAM CHANGE numbers, refer to the separate booklet.	NORM [nor]*: The program change numbers correspond to the numbers as shown in the **SOUND SELECT** list. TECH [tEC]: Program change numbers are standardized among all Technics models which are set to this mode: the program change number assigned to a given sound on one model is assigned to the same sound on all models which are set to the same mode.

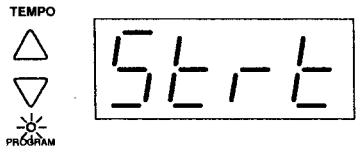
■ **Setting procedure**

1. Select **10 MIDI OTHERS**.

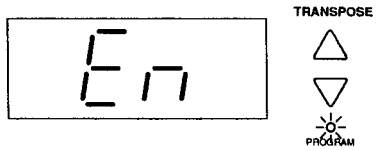
2. Use the **TEMPO** buttons to select the function and the **TRANSPOSE** buttons to select the setting for that function.

KN550 (Example: REAL-TIME setting)

Selecting the function

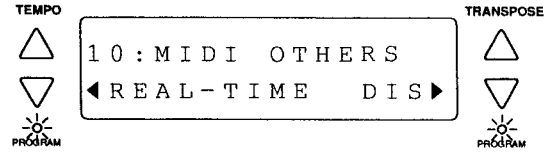


Setting the function



- KN550: When the **TEMPO** button is released, the display soon returns to the function-setting display.

KN650 (Example: REAL-TIME setting)



3. Repeat the setting procedure for as many functions as necessary or desired.

4. When you have finished making the settings, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

MIDI SYSTEM EXCLUSIVE

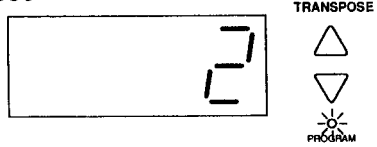
MIDI data for each SONG can be transmitted to or received from another keyboard of the same model.

■ **Transmitting**

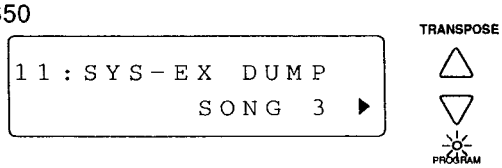
1. Select **11 MIDI SYSTEM EXCLUSIVE**.

2. Use the **TRANSPOSE** buttons to select the SONG memory number whose data will be transmitted.

KN550



KN650



- If you select 0, this keyboard's currently active data is transmitted.

3. Press the **EXECUTE (SYNCHRO)** button.
- Data transmission begins.
- During data transmission, "SYSTEM EXCLUSIVE SENDING" is shown on the KN650 display. When data has been successfully transmitted, End (KN550) or "Completed!" (KN650) is shown on the display.

4. When you have finished transmitting the data, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

■ **Receiving**

1. Select **11 MIDI SYSTEM EXCLUSIVE**.

2. Use the **TRANSPOSE** buttons to select the SONG memory number whose data will be received.

3. On the transmitting instrument, follow the procedure for transmitting data.
- During data reception, "SYSTEM EXCLUSIVE RECVING" is shown on the KN650 display. When data has been successful received, End (KN550) or "Completed!" (KN650) is shown on the display.

4. When you have finished receiving the data, press the **MODE SET** button.
- The instrument returns to the normal performance mode.

- If transmission/reception is unsuccessful, an error message appears. (Refer to page 67.)
- During the **MIDI SYSTEM EXCLUSIVE** procedure, no sound is produced from this keyboard.

Keyboard
[SX-KN550/SX-KN650]

MIDI Implementation Chart

(Transmitted)

Function		POLY 1	POLY 2	ACCOMP 1	ACCOMP 2	ACCOMP 3	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1–16	1–16	1–16	1–16	1–16	1–16	1–16	1–16	memorized
	Changed	1–16	1–16	1–16	1–16	1–16	1–16	1–16	1–16	
Mode	Default	3	3	3	3	3	3	3	3	OMNI OFF, POLY MODE
	Messages	×	×	×	×	×	×	×	×	
	Altered	—	—	—	—	—	—	—	—	
Note Number		0–119	0–119	0–119	0–119	0–119	0–119	36–71** (KN550) 36–60** (KN650)	—	Changes depending on the position of the transpose control and octave shift.
	True voice	—	—	—	—	—	—	—	—	
Velocity	Note ON	○	○	○	○	○	○	○	—	
	Note OFF	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	× (9nH:v=0)	—	
After Touch	Key's	×	×	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	×	×	
Pitch Bender		○	○	○	○	○	○	×	×	
Control Change	0, 32	○	○	○	○	○	○	○	×	bank select (TECH only)
	1	○***	○***	○***	○***	○***	○***	×	×	modulation
	7	○	○	○	○	○	○	○	×	volume
	11	×	×	×	×	×	×	×	○	expression pedal
	64	○	○	○	○	○	○	×	×	sustain
	80	×	×	○	×	×	×	×	×	auto play chord
	82	×	×	×	×	×	×	○	×	intro, fill in, ending
	93	○	○	○	○	○	○	×	×	chorus (DIGITAL EFFECT)
Prog Change		○	○	○	○	○	○	○	×	
	True #	—	—	—	—	—	—	—	—	
System exclusive		○								
System common	Song Pos	×								
	Song Sel	×								
	Tune	×								
System Real Time	Clock	○								
	Commands	○×*								start/stop, continue
Aux Messages	Local ON/OFF	×	×	×	×	×	×	×	—	
	All notes OFF	×	×	×	×	×	×	×	—	
	Active Sense	○								
	Reset	×								
Notes		* ○ × .....Whether or not the data for each of these items is transmitted can be set. **When the program change mode is set to TECH, note numbers for **DRUMS** differ. ***Transmitted during **SEQUENCER** playback and during rhythm performance.								

Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○: Yes

Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO ×: No

MIDI Implementation Chart

Keyboard
[SX-KN550/SX-KN650]

(Recognized)

Function		POLY 1	POLY 2	ACCOMP 1	ACCOMP 2	ACCOMP 3	BASS	DRUMS	CONTROL	Remarks
Basic Channel	Default	1–16	1–16	1–16	1–16	1–16	1–16	1–16	1–16	memorized
	Changed	1–16	1–16	1–16	1–16	1–16	1–16	1–16	1–16	
Mode	Default	3	3	3	3	3	3	3	3	OMNI OFF, POLY MODE
	Messages	×	×	×	×	×	×	×	×	
	Altered	—	—	—	—	—	—	—	—	
Note Number		0–127	0–127	0–127	0–127	0–127	0–127	36–71 (KN550) 36–80 (KN650)	—	Changes depending on the position of the transpose control, octave shift, and sound.
	True voice	0–127	0–127	0–127	0–127	0–127	0–127	36–71 (KN550) 36–80 (KN650)	—	
Velocity	Note ON	○	○	○	○	○	○	○	—	
	Note OFF	×	×	×	×	×	×	×	—	
After Touch	Key's	×	×	×	×	×	×	×	×	
	Ch's	×	×	×	×	×	×	×	×	
Pitch Bender		○	○	○	○	○	○	×	×	
Control Change	0, 32	○	○	○	○	○	○	○	×	bank select (TECH only)
	1	○	○	○	○	○	○	×	×	modulation
	7	○	○	○	○	○	○	○	×	volume
	11	×	×	×	×	×	×	×	○	expression pedal
	64	○	○	○	○	○	○	×	×	sustain
	80	×	×	○	×	×	×	×	×	auto play chord
	82	×	×	×	×	×	×	○	×	intro, fill in, ending
	93	○	○	○	○	○	○	×	×	chorus (DIGITAL EFFECT)
Prog Change		○	○	○	○	○	○	○	×	
	True #	0–99 0–3**	0–99	0–94	0–94	0–94	0–94	0–99	—	
System exclusive		○								
System common	Song Pos	×								
	Song Sel	×								
	Tune	×								
System Real Time	Clock	○								
	Commands	○× *								start/stop, continue
Aux Messages	Local ON/OFF	×	×	×	×	×	×	×	—	
	All notes OFF	○	○	○	○	○	○	○	—	
	Active Sense	○								
	Reset	×								
Notes	* ○ × .....Whether or not the data for each of these items is received can be set. **Panel memory program change									

Mode 1: OMNI ON, POLY **Mode 2:** OMNI ON, MONO ○: Yes

Mode 3: OMNI OFF, POLY **Mode 4:** OMNI OFF, MONO ×: No

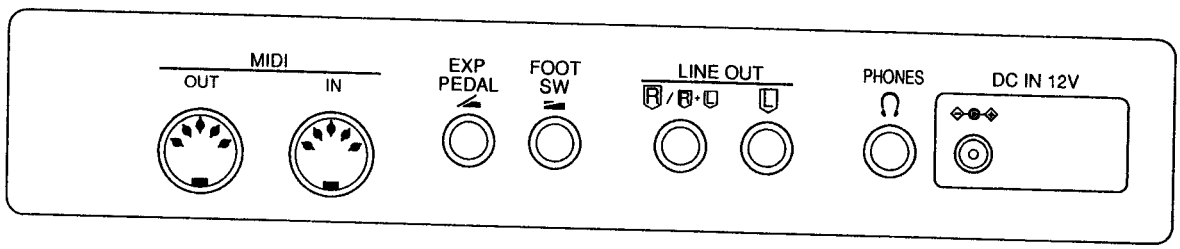
Options and connections

This page shows the optional accessories that are available for your Technics Keyboard. These can make your instrument more versatile and fun to play than it already is.

Also indicated are the many possible connections to the rear accessory panel.

Connections

(on the rear panel)



(KN650)

PHONES (use headphones with over 16 Ω impedance)
For silent practice, headphones may be used. When headphones are connected, the speaker system is automatically switched off, and sound is heard only through the headphones.

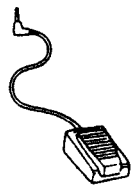
LINE OUT (output level 1 Vrms, 600 Ω)
By connecting an external high-power amplifier, the sound can be reproduced at a high volume. To output monaural sound, connect the external equipment to the **R/R+L** terminal. (Do not connect the **L** terminal.)

FOOT SW
The optional SZ-P1 Foot Switch (sold separately) can be connected to this terminal to control various functions. (Refer to page 54.)

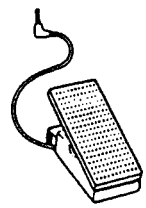
EXP PEDAL (KN650)
The optional SZ-E2 Expression Pedal (sold separately) can be connected to this terminal to control the volume.

MIDI
These terminals are for connection to another MIDI instrument. (Refer to page 57.)

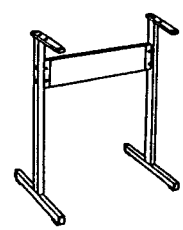
Separately sold options



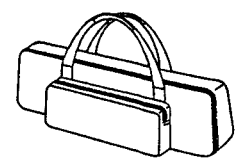
SZ-P1
Foot Switch



SZ-E2
Expression Pedal (KN650)



SZ-S61
Stand



SZ-B7
Carrying Bag

Cautions for safest use of this unit

Installation location

1. A well-ventilated place.
   Take care not to use this unit in a place where it will not receive sufficient ventilation, and not to permit the ventilation holes to be covered by curtains, or any similar materials.
2. Place away from direct sunlight and excessive heat from heating equipment.
3. A place where humidity, vibration and dust are minimized.

Metal items inside the unit may result in electric shock or damage.

Do not permit metal articles to get inside the unit.

Be especially careful with regard to this point if children are near this unit. They should be warned never to try to put anything inside.

If, nevertheless, some such article does get inside, contact the store where the unit was purchased.

If water gets into the unit

Contact the store where the unit was purchased.

As a precaution, it is suggested that flower vases and other containers which hold liquids not be placed on the top of this unit.

If operation seems abnormal

Immediately turn off the power, and contact the store where it was purchased.

Discontinue using the unit at once. Failure to do so may result in additional damage or some other unexpected damage or accident.

- Because the power amp is located inside the unit, it is normal for the cabinet to become warm.

Don't touch the inside parts of this unit.

Some places inside this unit have high voltage potential. Never try to remove the top or back panels of this unit, or to touch inside parts by hand or with tools.

Contact someone who is qualified in order to inspect the inside, or to replace a fuse, if such becomes necessary. Never attempt to do these things yourself.

Maintenance

The following suggestions will assist you in keeping the unit in top condition.

- Be sure to switch the instrument off after use, and do not switch the unit on and off in quick succession, as this places an undue load on the electronic components.
- To keep the luster of the surface and buttons, simply use a clean, damp cloth; polish with a soft, dry cloth. Polish may be used but do not use thinners or petro-chemical-based polishes.
- A wax-based polish may be used on the cabinet, although you will find that rubbing with a soft cloth will suffice.

When using the AC adaptor

Power source

1. Be sure the line voltage selector is in accordance with local voltage in your area before connecting the plug to the socket.
2. DC power cannot be used.
3. Unplug the power cord if the unit will not be used for a long time.

Handling the power cord

1. Never touch the power cord, or its plug, with wet hands.
2. Don't pull the power cord.

A word about the power cord

If the power cord is scarred, is partially cut or broken, or has a bad contact, it may cause a fire or serious electrical shock if used. NEVER use a damaged power cord for any appliance. Moreover, the power cord should never be forcibly bent.

SERVICE MUST BE CARRIED OUT BY DEALER OR OTHER QUALIFIED PERSON

About the error display

The following error messages inform you of a problem in operation or status.

	Error display (KN550)	Error display (KN650)	Reason
SEQUENCER	Er.59	Error !! Seq data error	Recording data error. Playing back is not possible.
	FULL	Error !! * Memory full *	The memory is full. No more data can be stored in the **SEQUENCER**.
COMPOSER (KN650)	——	Change * Impossible!! *	You attempted to change the time signature without performing the clear procedure.
	——	Error !! * Memory full *	The memory is full. No more data can be stored in the **COMPOSER**.
SONG	no.SG	Error !! Song Not Found	During SONG LOAD, you attempted to load a SONG memory for which no contents are stored.
MIDI SYSTEM EXCLUSIVE	E. tr	Transmit Error !!	Data transmit procedure failure.
	E. rc	Receive Error !!	Data receive procedure failure.
	E. id	Error !! ID Code Mismatch	You attempted to receive data from a different model.
BATTERIES	bAtt	WARNING !! Low Batteries	The batteries are almost consumed.

Symptoms which appear to be signs of trouble

The following changes in performance may occur in the Technics Keyboard but do not indicate trouble.

	Phenomenon	Remedy
Sounds and effects	The buttons, keys, etc. malfunction.	• Turn off the **PLAY** button once, then turn it on again. If this procedure is not successful, turn off the **PLAY** button once. Then, while pressing the three lower number buttons on the **RHYTHM SELECT** number pad (**0**, **1** and **2**) at the same time, turn the **PLAY** button on again. (Note that, in this case, all programmable settings, functions and memories return to their factory-preset status.) • If you cannot turn off the **PLAY** button, disconnect the AC adaptor or remove the batteries once.
	No sound is produced when the keys are pressed.	• The **MAIN VOLUME** is at the minimum setting. Adjust the volume with the **MAIN VOLUME** control. • The volumes for the selected parts are set to the minimum levels. Use the **BALANCE** buttons to set the volumes of the relevant parts to appropriate levels. (Refer to page 22.) • The local control for a part performed on the keyboard is set to OFF. Set the local control to ON. (Refer to page 59.)
	When using batteries, the volume level becomes low or the sound is distorted.	• The batteries are low. When the "Low Batteries" message appears, replace the batteries as soon as possible.
	Only percussive instrument sounds are produced when the keyboard is played.	• A **KEYBOARD PERC** sound (numbers **95–99**) has been selected. On the **SOUND SELECT** number pad, select a different sound number.
Rhythm	The rhythm does not start.	• The **DRUMS** volume is set to the minimum level. Use the **BALANCE** buttons to set the **DRUMS** volume to an appropriate level. • KN650: On the **RHYTHM SELECT** number pad, **99 COMPOSER** was selected although a rhythm pattern has not been stored. Select a different rhythm or store a rhythm pattern in the **COMPOSER** (refer to page 45). • The MIDI CLOCK is set to MIDI. Set the MIDI CLOCK to INT. (Refer to page 60.)
AUTO PLAY CHORD	No sound is produced for the automatic accompaniment.	• KN650: On the **RHYTHM SELECT** number pad, **99 COMPOSER** was selected although a rhythm pattern has not been stored. Select a different rhythm or store a rhythm pattern in the **COMPOSER** (refer to page 45).
	No sound is produced for the automatic accompaniment, or only the sounds of some parts are produced.	• An **ACCOMP** part does not sound if its corresponding volume is set to the minimum level. Use the respective **BALANCE** buttons to set the **ACCOMP 1**, **2** and **3** volumes to appropriate levels.

	Phenomenon	Remedy
SEQUENCER	Storage is not possible.	• The remaining memory capacity of the **SEQUENCER** is 0. Follow the SEQUENCER CLEAR procedure to erase the memory. (Refer to page 44.)
	Multi-track storage is not possible.	• The playback track has been selected, but the **START/STOP** button has not been pressed. A flashing track indicator shows the track which is ready for recording, and a lit track indicator shows a track which is ready for playback. To record one track while listening to another (playback) track, press the **START/STOP** button to begin playback. (Refer to page 40.)
COMPOSER (KN650)	Storage is not possible.	• The remaining memory capacity of the **COMPOSER** is 0.
	Setting the number of measures is not possible.	• If you wish to change the measure data, first follow the procedure to clear the memory. (Refer to page 46.)
	The playback timing of the rhythm pattern is different from the timing with which it was recorded.	• The quantize function was on when the pattern was recorded and the timing was automatically corrected. Set the quantize level to a smaller note unit or to OFF when recording. (Refer to page 46.)
Other	Noise from this instrument can be heard in a nearby radio or TV set.	• This sometimes occurs when electrical equipment such as a radio or TV is used near the instrument. Try moving such electrical equipment further away from the instrument.
	Radio or TV noise can be heard in this instrument.	• The sound may be coming from a nearby broadcast station or amateur radio station. If the sound is bothersome, consult your dealer or servicenter.
	The cabinet becomes warm during use.	• This instrument has a built-in amplifier section that heats the cabinet to some degree. This is not an indication of trouble.

■ **The maximum number of notes which can sound simultaneously for each part is as shown below.**

	During performance	During MIDI reception	
POLY 1	8	16	The maximum number of notes which can sound simultaneously for all parts combined is 32.
POLY 2	8	16	
ACCOMP 1	4	8	
ACCOMP 2	4	8	
ACCOMP 3	4	8	
BASS	1	8	
DRUMS	6	8	

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Specifications

		SX-KN550	SX-KN650
KEYBOARD		61 KEYS (WITH INITIAL TOUCH)	
SOUND GENERATOR		PCM	
MAXIMUM NUMBER OF NOTES PRODUCED SIMULTANEOUSLY		32 NOTES	
SOUNDS	SOUND SELECT	100 SOUNDS	200 SOUNDS
	EFFECT	DIGITAL EFFECT, SUSTAIN	
RHYTHM	RHYTHM SELECT	100 PATTERNS	
	CONTROLS	START/STOP, SYNCHRO, INTRO & ENDING, FILL IN 1, 2, COUNT INTRO, TEMPO	
	MANUAL PERCUSSION	—	○ (1–3)
	KEYBOARD PERCUSSION	36 KEYS	45 KEYS
DIGITAL REVERB		○	
AUTO PLAY CHORD		ONE FINGER, FINGERED, ONE TOUCH PLAY	
TECHNI-CHORD		○	
PANEL MEMORY		SET, 1–4	
SEQUENCER	TRACK	3 TRACKS (POLY 1, POLY 2, ACCOMP/CHORD)	8 TRACKS (POLY 1, POLY 2, BASS, ACCOMP 1/CHORD, ACCOMP 2, ACCOMP 3, DRUMS, CONTROL)
	STORAGE CAPACITY	APPROX. 1750 NOTES	APPROX. 2000 NOTES
	INPUT MODES	REALTIME, STEP (CHORD)	
COMPOSER		—	PATTERNS: NORMAL, INTRO, FILL IN 1, FILL IN 2, ENDING 5 TRACKS (BASS, ACCOMP 1, ACCOMP 2, ACCOMP 3, DRUMS) STORAGE CAPACITY: APPROX. 1500 NOTES INPUT MODE: REALTIME EDIT FUNCTIONS: CLEAR, QUANTIZE, PERCUSSION ERASE
SONG MEMORY		2	3
DISPLAY		LED (4 DIGITS)	LCD (16 CHARACTERS × 2 LINES)
CONTROLS		MAIN VOLUME, BALANCE, TRANSPOSE, CONDUCTOR, SPLIT POINT	
DEMO		○	
MODE SET		INITIAL, SEQUENCER CLEAR, SONG LOAD, SONG SAVE, FOOT SWITCH SETTING, TUNING, PITCH BEND RANGE, TOUCH ON/OFF, REVERB TYPE & DEPTH, MIDI BASIC CH, MIDI OTHERS, MIDI SYSTEM EXCLUSIVE	INITIAL, SEQUENCER CLEAR, SONG LOAD, SONG SAVE, FOOT SWITCH SETTING, TUNING, PITCH BEND RANGE, TOUCH ON/OFF, REVERB TYPE & DEPTH, MIDI BASIC CH, MIDI OTHERS, MIDI SYSTEM EXCLUSIVE, LCD CONTRAST
TERMINALS		DC IN 12V, HEADPHONE, LINE OUT, MIDI (IN, OUT), FOOT SWITCH	DC IN 12V, HEADPHONE, LINE OUT, MIDI (IN, OUT), FOOT SWITCH, EXPRESSION PEDAL
OUTPUT		3 W × 2 (WITH BATTERIES), 8 W × 2 (WITH SY-AD6 AC ADAPTOR)	
SPEAKERS		12 cm × 2	12 cm × 2, 6.5 cm × 2
POWER REQUIREMENT		BATTERIES: DC 9V (USING R20/LR20 ["D" SIZE, UM-1] BATTERIES × 6) AC: WITH SY-AD6 AC ADAPTOR AC 120/220/230/240 V 50/60Hz AC 120 V 60Hz (NORTH AMERICA AND MEXICO)	
DIMENSIONS (W×H×D)		96.0 cm × 13.0 cm × 36.2 cm (37-25/32" × 5-1/8" × 14-1/4")	
NET WEIGHT		6.8 kg (15.0 lbs)	7.1 kg (15.7 lbs)
ACCESSORIES		6 R20 ("D" SIZE, UM-1) BATTERIES or AC ADAPTOR (SY-AD6), MUSIC STAND	

Design and specifications are subject to change without notice.

KN550/KN650 MIDI DATA FORMAT

Message format

■ Channel message

Note off

8nH	Note off status
kk	Note number
vv	Velocity

n: 0–F Basic channel
kk: 00H–7FH Note number
vv: 01H–7FH Velocity

- This status is not used during transmission; rather, velocity=0 is transmitted with the note on status.

Note on

9nH	Note on status
kk	Note number
vv	Velocity

n: 0–F Basic channel
kk: 00H–7FH Note number
vv: 01H–7FH Velocity
00H Note off

Control change

BnH	Control change status
00H	Bank select (MSB)
20H	Bank select (LSB)

n: 0–F Basic channel

- The program change bank is selected.
- Technics mode only

BnH	Control change status
01H	Modulation
kkH	Modulation depth value

n: 0–F Basic channel
kkH: 00H–7FH

BnH	Control change status
07H	Part volume
kkH	Part volume value

n: 0–F Basic channel
kkH: 00H–7FH

BnH	Control change status
0BH	Expression
kkH	Expression value

n: 0–F The CONTROL part basic channel is used.
kkH: 00H–7FH

BnH	Control change status
40H	Sustain
kkH	Sustain value

n: 0–F Basic channel
kkH: 00H =off
7FH =on

BnH	Control change status
50H	APC message
kkH	APC message value

n: 0–F The ACCOMP 1 basic channel is used.
kkH: 00H =off
01H =FINGERED
02H =ONE FINGER

BnH	Control change status
52H	Rhythm control message
kkH	Control data

n: 0–F The DRUMS part basic channel is used.
kkH: 00H =off
01H =FILL IN 1
02H =ENDING
03H =INTRO
05H =FILL IN 2
07H =COUNT INTRO

BnH	Control change status
5DH	Digital effect message
kkH	On/off data

n: 0–F Basic channel
kkH: 00H =off
7FH =on

Program change

CnH	Program change status
kk	Program change value

n: 0–F Basic channel
kk: 00H–7FH Program change value
• Two modes are available:
Normal mode: Program change numbers correspond to the order of the sound buttons on the panel.
Technics mode: Program change numbers are standardized among all Technics models.

Pitch bender change

EnH	Pitch bend status
kk	Pitch bend value (LSB)
kk	Pitch bend value (MSB)

n: 0–F Basic channel
kk: 00H–7FH Pitch bend data
• The amount of pitch bend can be adjusted with this instrument's pitch bend range setting.

■ Real-time message

F8H	Timing clock
FAH	Start
FBH	Continue
FCH	Stop
FEH	Active sensing

■ Others

- All note off is not transmitted but functions during receive.
- A basic channel is assigned to each part. A mode for setting the basic channel is available.

About the KN550/KN650 MIDI exclusive

Outline of KN550/KN650 MIDI exclusive

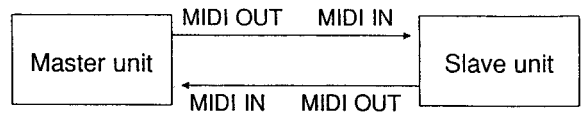
The KN550/KN650 MIDI exclusive is used for handling two types of communication: data dumping of **SEQUENCER**, **COMPOSER** (KN650), etc. performance data and transmission/reception of rhythm tempo data.

It is not possible for previous models (such as KN1000) to receive data through the KN550/KN650 MIDI exclusive data dump.

One-way transmission and handshake transmission

In one-way transmission, communication takes place in one direction only, that is from the master unit to the slave unit.

In handshake transmission, the transmission status between the master unit and slave unit is being confirmed during data transmission. For this reason, a MIDI cable connection from the slave unit to the master unit is also necessary. In comparison to one-way transmission, handshake transmission is faster.



In the KN550/KN650, the transmission mode is switched automatically between handshake transmission and one-way transmission. Communication begins with handshake transmission, and if there is no response from the slave unit within a given time, communication switches automatically to one-way transmission.

Message format

■ Types of messages and their forms

Messages are transmitted in order, beginning with SOX, IDC, etc. and continuing to the end.

The form of the transmission message differs depending on the type of command.

SOX	Exclusive status	BLK	Data block ID
IDC	Technics ID number	NUM	Data type ID
CMD	Command ID	PT	Part differentiation ID
PC	Keyboard category ID	DT	Body of data
MD	KN650 ID	CN	Continue ID
VER	Exclusive version ID	SM	Checksum
KND	Transmit data ID	EOX	End of exclusive

■ Explanation of messages

SOX: Indicates the start of exclusive

F0H	Exclusive status

IDC: Product manufacturer differentiating ID

50H	Technics ID number

CMD: Indicates type of transmission data and commands.

21H	Handshake requested (HRQ)
22H	Handshake routine (HRT)
23H	Acknowledge (ACK)
24H	Negative acknowledge (NAK)
25H	Tempo data
26H	Dump data
27H	End of block
28H	End of data
29H	Error
2AH	Memory full
7EH	Continuing data

PC: Technics product category ID

02H	Keyboard

MD: Model differentiating ID

20H	KN650
21H	KN550

VER: Exclusive version control ID

01H	Version control ID

KND: Indicates type of transmission data

20H	Panel data
22H	COMPOSER data
23H	SEQUENCER data

BLK: Indicates type of transmission data block

00H	Location data
01H	Header data
02H	Dummy data
03H	Performance data and panel data
04H	Panel data

NUM: Indicates type of transmission data

00H	Common data

PT: Indicates part

00H	Common data
01H	Poly 1 part
02H	Poly 2 part
07H	Accomp 1 part
08H	Accomp 2 part
09H	Accomp 3 part
0AH	Bass part
0BH	Drums part

DT: Body of data

CN: Indicates data continue/discontinue

00H	End of data
01H	More data follows

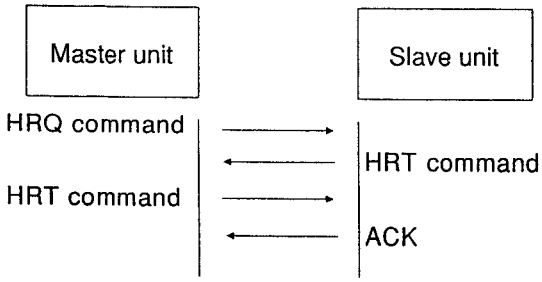
SM: Checksum for checking data errors Based on EXCLUSIVE-OR operation from IDC to CN.

EOX: Indicates end of exclusive

F7H	End of exclusive

Communication sequence between master unit and slave unit

■ Communication sequence of handshake confirmation



HRQ command: handshake request

SOX	F0H
IDC	50H
HRQ	21H
PC	02H
MD	20H
VER	01H
EOX	F7H

(21H for KN550)

HRT command: handshake routine

SOX	F0H
IDC	50H
HRT	22H
PC	02H
MD	20H
VER	01H
EOX	F7H

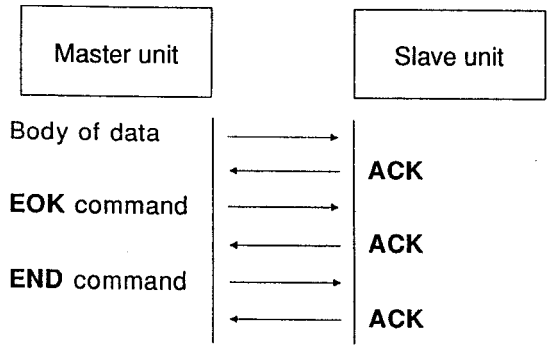
(21H for KN550)

ACK: Acknowledge

SOX	F0H
IDC	50H
ACK	23H
DMY	7EH
EOX	F7H

- There is no END command.
- If there is no response from the slave unit to the master unit even after the above handshake confirmation routine is performed three times, it is interpreted as inability to transmit handshake transmission data, and the transmission mode switches to one-way transmission (in the case of a MIDI sequencer, etc.).

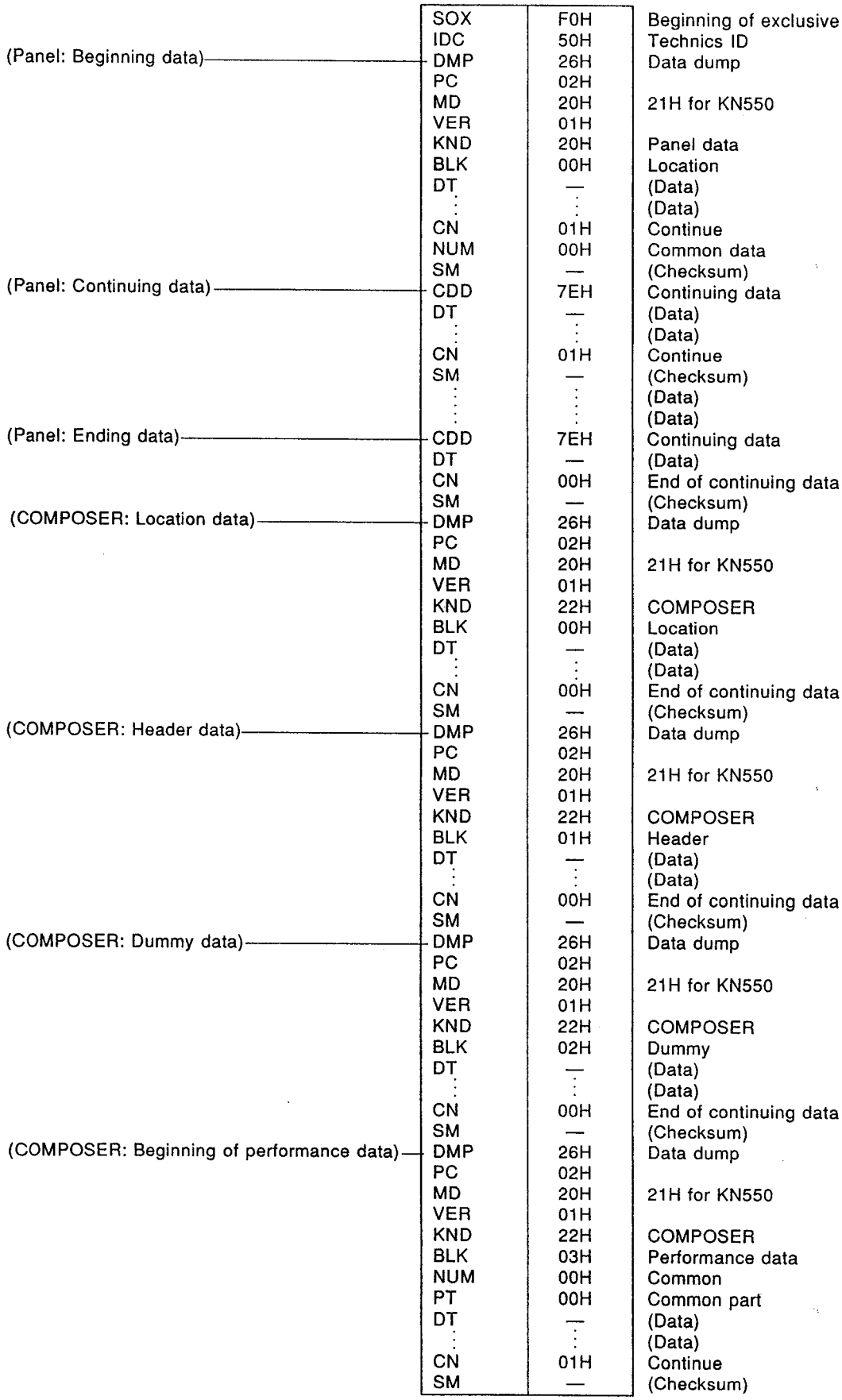
■ Sequence of data dump communication



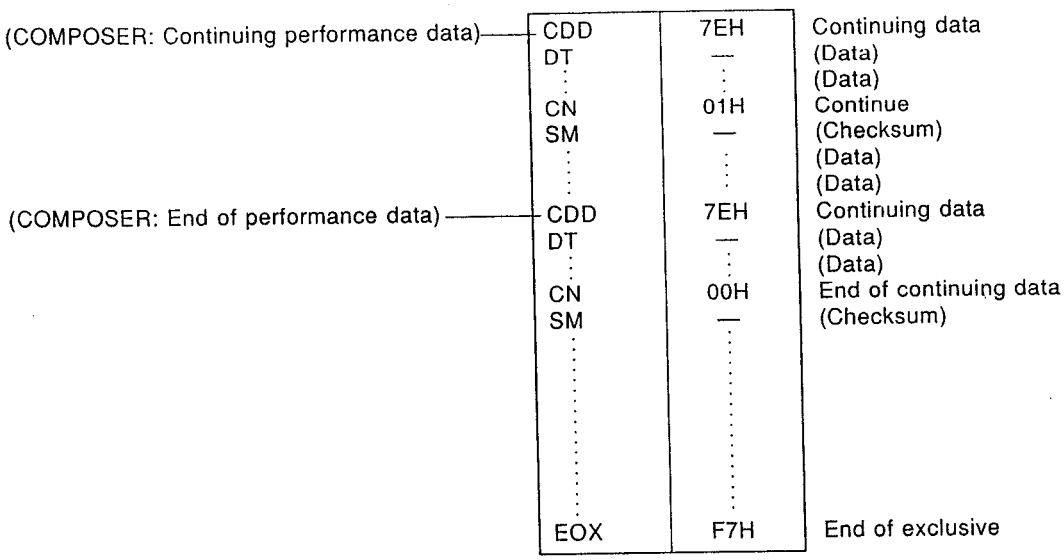
DT: Body of data

- Data is sent in the following order.
- There is no COMPOSER data for the KN550.

SOX	
IDC	
Panel data	beginning data
Panel data	continuing data
⋮	⋮
Panel data	ending data
COMPOSER location	
COMPOSER header	
COMPOSER dummy	
COMPOSER performance data	beginning data
COMPOSER performance data	continuing data
⋮	⋮
COMPOSER performance data	ending data
SEQUENCER ID	
SEQUENCER header	
SEQUENCER performance data	beginning data
SEQUENCER performance data	continuing data
⋮	⋮
SEQUENCER performance data	ending data
EOX	



SOX	F0H	Beginning of exclusive
IDC	50H	Technics ID
DMP	26H	Data dump
PC	02H	
MD	20H	21H for KN550
VER	01H	
KND	20H	Panel data
BLK	00H	Location
DT	—	(Data)
⋮	⋮	(Data)
CN	01H	Continue
NUM	00H	Common data
SM	—	(Checksum)
CDD	7EH	Continuing data
DT	—	(Data)
⋮	⋮	(Data)
CN	01H	Continue
SM	—	(Checksum)
⋮	⋮	(Data)
⋮	⋮	(Data)
CDD	7EH	Continuing data
DT	—	(Data)
CN	00H	End of continuing data
SM	—	(Checksum)
DMP	26H	Data dump
PC	02H	
MD	20H	21H for KN550
VER	01H	
KND	22H	COMPOSER
BLK	00H	Location
DT	—	(Data)
⋮	⋮	(Data)
CN	00H	End of continuing data
SM	—	(Checksum)
DMP	26H	Data dump
PC	02H	
MD	20H	21H for KN550
VER	01H	
KND	22H	COMPOSER
BLK	01H	Header
DT	—	(Data)
⋮	⋮	(Data)
CN	00H	End of continuing data
SM	—	(Checksum)
DMP	26H	Data dump
PC	02H	
MD	20H	21H for KN550
VER	01H	
KND	22H	COMPOSER
BLK	02H	Dummy
DT	—	(Data)
⋮	⋮	(Data)
CN	00H	End of continuing data
SM	—	(Checksum)
DMP	26H	Data dump
PC	02H	
MD	20H	21H for KN550
VER	01H	
KND	22H	COMPOSER
BLK	03H	Performance data
NUM	00H	Common
PT	00H	Common part
DT	—	(Data)
⋮	⋮	(Data)
CN	01H	Continue
SM	—	(Checksum)



EOK command: End of block transmission

SOX	F0H
IDC	50H
EOK	27H
DMY	7EH
EOX	F7H

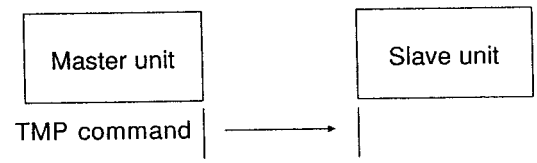
ACK: Acknowledge

SOX	F0H
IDC	50H
ACK	23H
DMY	7EH
EOX	F7H

END: End of communication

SOX	F0H
IDC	50H
END	28H
DMY	7EH
EOX	F7H

■ Sequence of tempo data communication



TMP command: Tempo data transmission

SOX	F0H
IDC	50H
TMP	25H
DT1	– –
DT2	– –
EOX	F7H

Transmission from master unit to slave unit only. Tempo data is transmitted, for example, at the time of a change in the tempo or at the time the power is turned on.

DT example

	DT1	DT2
♩ = 40	08H	02H
♩ = 60	0CH	03H
♩ = 80	00H	05H
♩ = 100	04H	06H
♩ = 120	08H	07H
♩ = 140	0CH	08H
♩ = 160	00H	0AH
♩ = 180	04H	0BH
♩ = 200	08H	0CH
♩ = 220	0CH	0DH
♩ = 240	00H	0FH
♩ = 260	04H	10H
♩ = 280	08H	11H
♩ = 300	0CH	12H

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Technics

SX-KN550/ SX-KN650 SOUND & RHYTHM GUIDE

SOUND

KN550

NO.	SOUND	MIDI PROGRAM CHANGE DATA NORM	TECH
	PIANO		
00	PIANO 1	0	0 (0)
01	PIANO 2	1	1 (0)
02	PIANO OCT	2	0 (16)
03	E GRAND	3	3 (0)
04	HONKY TONK	4	1 (16)
05	E PIANO 1	5	5 (0)
06	E PIANO 2	6	6 (0)
07	HARPSICHORD	7	16 (0)
08	CLAVI	8	17 (0)
	MALLET		
09	GLOCKEN	9	9 (0)
10	VIBRAPHONE	10	8 (0)
11	MARIMBA	11	10 (0)
12	XYLOPHONE	12	11 (0)
13	AFRICAN	13	113 (0)
14	STEEL DRUM	14	15 (0)
	GUITAR		
15	CLASSICAL GTR	15	20 (0)
16	FOLK GTR	16	22 (0)
17	JAZZ GTR	17	25 (0)
18	SOLID GTR 1	18	26 (0)
19	SOLID GTR 2	19	28 (0)
20	MUTE GTR	20	29 (0)
21	ROCK GTR	21	30 (0)
22	COUNTRY GTR	22	31 (16)
23	HAWAIIAN GTR	23	31 (0)
	SPECIAL PERC		
24	BANJO	24	33 (0)
25	HARP	25	32 (0)
26	MUSIC BOX	26	7 (0)
27	KALIMBA	27	39 (0)

NO.	SOUND	MIDI PROGRAM CHANGE DATA NORM	TECH
28	SITAR	28	38 (0)
29	KOTO	29	37 (0)
	STRINGS		
30	VIOLIN	30	96 (0)
31	CELLO	31	97 (0)
32	STRINGS	32	100 (0)
33	CHAMBER STRINGS	33	100 (16)
34	STRINGS OCT	34	102 (0)
35	SYNTH STRINGS 1	35	103 (0)
36	SYNTH STRINGS 2	36	103 (16)
	VOCAL		
37	SYNTH VOCAL 1	37	107 (0)
38	SYNTH VOCAL 2	38	107 (16)
	ORCHESTRAL		
39	TIMPANI	39	126 (0)
40	ORCHESTRA HIT	40	127 (16)
	ORGAN		
41	PIPE ORGAN	41	84 (0)
42	THEATRE ORGAN	42	87 (32)
43	JAZZ ORGAN 1	43	88 (0)
44	JAZZ ORGAN 2	44	89 (0)
45	POP ORGAN	45	90 (0)
46	ROCK ORGAN	46	92 (32)
47	ACCORDION	47	80 (0)
48	HARMONICA	48	83 (0)
	FLUTE		
49	PICCOLO	49	64 (0)
50	FLUTE	50	65 (0)
51	RECORDER	51	74 (0)
52	PAN FLUTE	52	72 (0)
53	BOTTLE BLOW	53	72 (32)
54	WHISTLE	54	111 (0)

SOUND

KN550

NO.	SOUND	MIDI PROGRAM CHANGE DATA NORM	MIDI PROGRAM CHANGE DATA TECH
	BRASS		
55	BRASS	55	56 (0)
56	BRASS OCT	56	56 (16)
57	TRUMPET	57	48 (0)
58	MUTE TRUMPET	58	50 (0)
59	TROMBONE	59	52 (0)
60	FRENCH HORN	60	54 (0)
61	SYNTH BRASS	61	60 (0)
62	SYNTH BRASS ENS	62	61 (16)
	REED		
63	SOPRANO SAX	63	76 (0)
64	ALTO SAX	64	77 (0)
65	TENOR SAX	65	78 (0)
66	BARITONE SAX	66	79 (16)
67	CLARINET	67	68 (0)
68	OBOE	68	66 (0)
69	BASSOON	69	70 (0)
	SYNTH		
70	SYNTH PERC 1	70	114 (0)
71	SYNTH PERC 2	71	6 (32)
72	SYNTH PERC 3	72	9 (32)
73	SYNTH PERC 4	73	21 (32)
74	SYNTH PERC 5	74	26 (32)
75	SYNTH LEAD 1	75	117 (0)
76	SYNTH LEAD 2	76	112 (32)
77	SYNTH LEAD 3	77	117 (32)
78	SYNTH LEAD 4	78	115 (32)
79	SYNTH PAD 1	79	94 (32)
80	SYNTH PAD 2	80	102 (16)
81	SYNTH PAD 3	81	108 (32)
82	SYNTH PAD 4	82	120 (0)
83	SYNTH PAD 5	83	108 (0)
84	SYNTH EFFECT	84	125 (16)
	BASS		
85	ACOUSTIC BASS	85	43 (0)
86	BOWED BASS	86	98 (0)
87	E BASS FINGERED	87	40 (0)
88	FRETLESS BASS	88	40 (32)
89	E BASS PICKED	89	42 (0)
90	MUTE BASS	90	47 (0)
91	CHOPPER BASS	91	41 (0)
92	TUBA	92	55 (0)
93	ORGAN BASS	93	94 (16)
94	SYNTH CHOPPER	94	45 (0)
	KEYBOARD PERCUSSION		
95	JAZZ KIT	95	113 (128)
96	ROCK KIT 1	96	112 (128)
97	ROCK KIT 2	97	115 (128)
98	DANCE KIT	98	122 (128)
99	SOUL KIT	99	121 (128)

・The numbers in parentheses ( ) are bank data.
Program change number = Program change data+1 ／ Bank number = Bank data+1

SOUND VARIATIONS

KN650

GROUP	NO.	SOUND	DISPLAY		MIDI PROGRAM CHANGE DATA	
					NORM	TECH
PIANO	00	PIANO 1	Piano 1 *Mellow Piano	Pno 1 *MlPno	0	0 (0) 2 (0)
	01	PIANO 2	Piano 2 *Piano 3	Pno 2 *Pno 3	1	1 (0) 0 (32)
	02	PIANO OCT	Piano Oct *Piano 2Oct	PnoOc *Pn2oc	2	0 (16) 2 (16)
	03	E GRAND	E.Grand *Rock Piano	E.Grd *RkPno	3	3 (0) 3 (32)
	04	HONKY TONK 1	Honky Tonk 1 *Honky Tonk 2	HkTk1 *HkTk2	4	1 (16) 1 (32)
	05	E PIANO 1	E.Piano 1 *E.Piano 3	E.P.1 *E.P.3	5	5 (0) 4 (32)
	06	E PIANO 2	E.Piano 2 *E.Piano 4	E.P.2 *E.P.4	6	6 (0) 4 (0)
	07	HARPSICHORD	Harpsichord *Cembalo	Hrpsi *Cembl	7	16 (0) 18 (0)
	08	CLAVI	Clavi *Synth Clavi	Clavi *SClvi	8	17 (0) 115 (0)
MALLET	09	GLOCKEN 1	Glocken 1 *Glocken 2	Glok1 *Glok2	9	9 (0) 9 (16)
	10	VIBRAPHONE 1	Vibraphone 1 *Vibraphone 2	Vibe1 *Vibe2	10	8 (0) 8 (16)
	11	MARIMBA	Marimba *BottleMarimba	Mrmba *BtlMr	11	10 (0) 13 (0)
	12	XYLOPHONE	Xylophone *African	Xylpn *Afric	12	11 (0) 113 (0)
	13	CHIMES	Chimes *Wind Chime	Chime *WChim	13	14 (0) 14 (16)
	14	STEEL DRUM	Steel Drum *Caribbean	StlDr *Carib	14	15 (0) 11 (16)
GUITAR	15	CLASSICAL GTR 1	Classic Gtr.1 *Classic Gtr.2	CGtr1 *CGtr2	15	20 (0) 21 (0)
	16	FOLK GTR	Folk Gtr. *12String Gtr.	FGtr *12Str	16	22 (0) 23 (0)
	17	JAZZ GTR 1	Jazz Gtr.1 *Jazz Gtr.2	JGtr1 *JGtr2	17	25 (0) 24 (0)
	18	SOLID GTR 1	Solid Gtr.1 *Pinky Solid	SGtr1 *PinkS	18	26 (0) 26 (16)
	19	SOLID GTR 2	Solid Gtr.2 *'60's Solid	SGtr2 *'60's	19	28 (0) 28 (16)
	20	MUTE GTR 1	Mute Gtr.1 *Mute Gtr.2	MGtr1 *MGtr2	20	29 (0) 29 (16)
	21	ROCK GTR 1	Rock Gtr.1 *Gtr.Harmonics	RGtr1 *Gtr.H	21	30 (0) 27 (16)
	22	ROCK GTR 2	Rock Gtr.2 *Rock Gtr. 5th	RGtr2 *RckG5	22	27 (0) 30 (16)
	23	HAWAIIAN GTR	Hawaiian Gtr. *Country Gtr.	Hawai *CtryG	23	31 (0) 31 (16)
SPECIAL PERC	24	BANJO	Banjo *Mandolin	Banjo *Mndln	24	33 (0) 35 (0)
	25	HARP	Harp *Harp Oct	Harp *HrpOc	25	32 (0) 32 (16)
	26	MUSIC BOX	Music Box *Toy Piano	MusBx *TyPno	26	7 (0) 7 (16)
	27	KALIMBA 1	Kalimba 1 *Kalimba 2	Klba1 *Kali2	27	39 (0) 39 (16)
	28	SITAR	Sitar *Dulcimer	Sitar *Dulcm	28	38 (0) 38 (16)
	29	KOTO	Koto *Shamisen	Koto *Shami	29	37 (0) 36 (0)
STRINGS	30	VIOLIN	Violin *Jazz Violin	Vln *JzVln	30	96 (0) 96 (16)
	31	CELLO	Cello *Viola	Cello *Viola	31	97 (0) 97 (32)
	32	STRINGS	Strings *Chamber Str.	Strng *ChmSt	32	100 (0) 100 (16)
	33	STRINGS OCT	Strings Oct *Slow Strings	StOct *SlStr	33	102 (0) 101 (0)

SOUND VARIATIONS

KN650

GROUP	NO.	SOUND	DISPLAY		MIDI PROGRAM CHANGE DATA	
					NORM	TECH
STRINGS	34	PIZZICATO STRINGS	Pizzicato *Pizzicato Oct	Pizz *PzOct	34	99 (0) 99 (16)
	35	SYNTH STRINGS 1	SynthStrings1 *SynthStrings2	SySt1 *SySt2	35	103 (0) 103 (16)
VOCAL	36	VOCAL OOH	Vocal Ooh *Vocal Hmm	VocOh *VocHm	36	104 (32) 105 (0)
	37	VOCAL DOO 1	Vocal Doo 1 *Vocal Doo 2	VoDo1 *VoDo2	37	109 (0) 109 (16)
	38	SYNTH VOCAL	Synth Vocal *Mellow Ens.	SyVoc *MlEns	38	107 (0) 107 (16)
ORCHESTRAL	39	TIMPANI	Timpani *Gong	Timps *Gong	39	126 (0) 126 (16)
	40	ORCHESTRA HIT 1	OrchestraHit1 *OrchestraHit2	Hit 1 *Hit 2	40	127 (16) 127 (32)
ORGAN	41	PIPE ORGAN 1	Pipe Organ 1 *Pipe Organ 2	POrg1 *POrg2	41	84 (0) 85 (0)
	42	THEATRE ORGAN 1	TheatreOrgan1 *TheatreOrgan2	TOrg1 *TOrg2	42	87 (32) 87 (48)
	43	JAZZ ORGAN 1	Jazz Organ 1 *Jazz Organ 3	JOrg1 *JOrg3	43	88 (0) 91 (0)
	44	JAZZ ORGAN 2	Jazz Organ 2 *Jazz Organ 4	JOrg2 *JOrg4	44	89 (0) 93 (0)
	45	POP ORGAN 1	Pop Organ 1 *Pop Organ 2	Pop 1 *Pop 2	45	90 (0) 89 (32)
	46	ROCK ORGAN 1	Rock Organ 1 *Rock Organ 2	RkOg1 *RkOg2	46	92 (32) 92 (48)
	47	ACCORDION	Accordion *Musette	Acord *Muset	47	80 (0) 82 (16)
	48	HARMONICA	Harmonica *AccordionClnt	Harmo *AcdCl	48	83 (0) 81 (0)
FLUTE	49	PICCOLO	Piccolo *Alto Flute	Piccl *AltFl	49	64 (0) 64 (16)
	50	FLUTE	Flute *Classic Flute	Flute *ClsFl	50	65 (0) 65 (16)
	51	RECORDER	Recorder *Ocarina	Recrd *Ocari	51	74 (0) 74 (16)
	52	PAN FLUTE	Pan Flute *Blown Bottle	PanFl *Blown	52	72 (0) 72 (32)
	53	SHAKUHACHI	Shakuhachi *Quena	Shaku *Quena	53	75 (0) 75 (16)
	54	WHISTLE 1	Whistle 1 *Whistle 2	Whsl1 *Whsl2	54	111 (0) 111 (16)
BRASS	55	BRASS	Brass *MuteBrass Ens	Brass *MtBrs	55	56 (0) 56 (32)
	56	BRASS OCT	Brass Oct *Brass & Synth	BrOct *Br&Sy	56	56 (16) 56 (48)
	57	TRUMPET	Trumpet *Soft Trumpet	Tpt *SftTp	57	48 (0) 48 (16)
	58	MUTE TRUMPET	Mute Trumpet *Flugelhorn	MuTpt *Flugl	58	50 (0) 51 (0)
	59	TROMBONE 1	Trombone 1 *Trombone 2	Tbn 1 *Trmb2	59	52 (0) 53 (0)
	60	FRENCH HORN 1	French Horn 1 *French Horn 2	FrHn1 *FrHn2	60	54 (0) 54 (16)
	61	SYNTH BRASS 1	Synth Brass 1 *Synth Brass 2	SyBr1 *SyBr2	61	60 (0) 60 (16)
	62	SYNTH BRASS ENS 1	SynBrass Ens1 *SynBrass Ens2	SyBE1 *SyBE2	62	61 (16) 61 (32)
REED	63	SOPRANO SAX	Soprano Sax *DistortionSax	SopSx *DstSx	63	76 (0) 78 (32)
	64	ALTO SAX 1	Alto Sax 1 *Alto Sax 2	AlSx1 *AlSx2	64	77 (0) 77 (16)
	65	TENOR SAX 1	Tenor Sax 1 *Tenor Sax 2	TnSx1 *TnSx2	65	78 (0) 78 (16)
	66	BARITONE SAX	Baritone Sax *Tenor Sax 3	Bari *TnSx3	66	79 (16) 79 (0)

SOUND VARIATIONS

KN650

GROUP	NO.	SOUND	DISPLAY		MIDI PROGRAM CHANGE DATA	
					NORM	TECH
REED	67	CLARINET	Clarinet *Clas Clarinet	Clnet *ClsCl	67	68 (0) 69 (0)
	68	OBOE	Oboe *English Horn	Oboe *EngHn	68	66 (0) 67 (0)
	69	BASSOON	Bassoon *Wood Wind Ens	Bassn *WWEns	69	70 (0) 64 (32)
SYNTH	70	SYNTH PERC 1	Synth Piano *Synth Grand	SyPno *SyGrd	70	114 (0) 114 (16)
	71	SYNTH PERC 2	Synth EP *Synth Vibe	SynEP *SyVib	71	6 (32) 8 (32)
	72	SYNTH PERC 3	Synth Glocken *Synth Celesta	SyGlk *SyCel	72	9 (32) 12 (32)
	73	SYNTH PERC 4	Synth Gtr. 1 *Synth Gtr. 2	SyGt1 *SyGt2	73	20 (32) 21 (32)
	74	SYNTH PERC 5	Synth Solid *Syn. Mute Gtr	SySld *SyMGt	74	26 (32) 29 (32)
	75	SYNTH LEAD 1	Dr.M Lead *Click Square	Dr.M *ClkSq	75	117 (0) 121 (0)
	76	SYNTH LEAD 2	Pluck Organ *Chopper Flute	PkOrg *CpFlt	76	112 (0) 112 (32)
	77	SYNTH LEAD 3	Fantasic Lead *Metal Reed	FLead *Metal	77	117 (32) 118 (0)
	78	SYNTH LEAD 4	Pluck Ens. *FunkyHarmonic	PkEns *FnkyH	78	115 (32) 30 (32)
	79	SYNTH PAD 1	Warm Pad *Mellow Brass	WarmP *MlBrs	79	94 (32) 62 (16)
	80	SYNTH PAD 2	Horn Strings *Brassy String	HnStr *BrStr	80	101 (16) 102 (16)
	81	SYNTH PAD 3	Dream *Mist	Dream *Mist	81	108 (32) 108 (48)
	82	SYNTH PAD 4	Crystal Ens. *Glitter	Crstl *Glitr	82	120 (0) 104 (16)
	83	SYNTH PAD 5	Click Echo *Fantasy	CEcho *Fntsy	83	108 (0) 108 (16)
	84	SYNTH EFFECT 1	Space *Take Off	Space *T.Off	84	125 (0) 125 (16)
BASS	85	ACOUSTIC BASS 1	AcousticBass1 *AcousticBass2	AcBs1 *AcBs2	85	43 (0) 43 (16)
	86	BOWED BASS 1	Bowed Bass 1 *Bowed Bass 2	BwdB1 *BwdB2	86	98 (0) 98 (16)
	87	E BASS FINGERED1	E.Bass-Fing 1 *E.Bass-Fing 2	EBsF1 *EBsF2	87	40 (0) 40 (16)
	88	FRETLESS BASS	Fretless Bass *E.Bass-Fing 3	FrBas *EBsF3	88	40 (32) 40 (48)
	89	E BASS PICKED1	E.Bass-Pick1 *Rock Bass	EBsP1 *RkBas	89	42 (0) 47 (16)
	90	MUTE BASS	Mute Bass *Analog Bass	MtBas *AngBs	90	47 (0) 46 (16)
	91	CHOPPER BASS 1	Chopper Bass1 *Chopper Bass2	CpBs1 *CpBs2	91	41 (0) 41 (16)
	92	TUBA	Tuba *Organ Bass	Tuba *OrgBs	92	55 (0) 94 (16)
	93	SYNTH TUBA	Synth Tuba *Mallet Bass	SyTba *MltBs	93	46 (0) 44 (0)
	94	SYNTH CHOPPER 1	SynthChopper1 *SynthChopper2	SyCp1 *SyCp2	94	45 (0) 45 (16)
KEYBOARD PERC	95	JAZZ KIT	Jazz Kit *Brush Kit	JzKit *BrKit	95	113 (128) 117 (128)
	96	ROCK KIT 1	Rock Kit 1 *Trad Kit	RKit1 *TrKit	96	112 (128) 118 (128)
	97	ROCK KIT 2	Rock Kit 2 *Hard Rock Kit	RKit2 *HRKit	97	115 (128) 119 (128)
	98	DANCE KIT	Dance Kit *Funk Kit	DnKit *FnKit	98	122 (128) 120 (128)
	99	SOUL KIT	Soul Kit *Electric Kit	SlKit *ElKit	99	121 (128) 114 (128)

・The numbers in parentheses ( ) are bank data.
Program change number = Program change data+1 / Bank number = Bank data+1

RHYTHM / ONE TOUCH PLAY

GROUP	NO.	RHYTHM	DISPLAY (KN650)	ONE TOUCH PLAY	MIDI PROGRAM CHANGE DATA	
					NORM	TECH
8 BEAT	00	SOFT ROCK	SftRk	Ricky's Guitar	0	88 (32)
	01	8 BEAT ROCK 1	8Rock	Cool Organ Rock	1	90 (48)
	02	8 BEAT ROCK 2	8Rock	Breathy Brass Pop	2	90 (16)
	03	8 BEAT ROCK 3	8Rock	Straight Rock-Pop	3	90 (32)
	04	8 BEAT ROCK 4	8Rock	Synth 8 beat	4	89 (16)
	05	8 BEAT BALLAD	8Blad	Slow Reed	5	91 (0)
	06	8 BEAT POP 1	8Pop	E.P.Pop	6	84 (16)
	07	8 BEAT POP 2	8Pop	Hard Pop	7	84 (0)
	08	8 BEAT POP 3	8Pop	60's Pop	8	87 (0)
	09	HARD ROCK 1	HrdRk	Heavy Guitar	9	92 (16)
	10	HARD ROCK 2	HrdRk	Rock Cafe	10	95 (0)
	11	FOLK ROCK	FlkRk	12 String Folk	11	88 (48)
	12	ROCK'N'ROLL 1	R'Rol	50's Rock'n'Roll Party	12	80 (32)
	13	ROCK'N'ROLL 2	R'Rol	Uptown Rock'n'Roll	13	80 (16)
	14	BRITISH ROCK 1	BriRk	Ringo's Beat	14	86 (0)
	15	BRITISH ROCK 2	BriRk	John & Paul	15	86 (16)
	16	RHYTHM & BLUES	R&B	Groovy Blues	16	81 (16)
16 BEAT	17	16 BEAT ROCK 1	16Rck	Straight & Smooth	17	97 (0)
	18	16 BEAT ROCK 2	16Rck	Flugel 16 Beat	18	97 (32)
	19	16 BEAT ROCK 3	16Rck	Ensemble Brass 16	19	100 (0)
	20	16 BEAT ROCK 4	16Rck	Synth Ensemble 16	20	96 (0)
	21	16 BEAT BALLAD 1	16Bld	E.P.Ballad	21	99 (48)
	22	16 BEAT BALLAD 2	16Bld	Misty Ballad	22	99 (0)
	23	16 BEAT POP 1	16Pop	Doo Doo Pop	23	107 (16)
	24	16 BEAT POP 2	16Pop	Pluck Pop	24	107 (0)
	25	PIANO POP	PnoPp	Clayder Orchestra	25	101 (0)
	26	JAZZ ROCK 1	JazRk	Fancy Jazz Rock	26	113 (0)
	27	JAZZ ROCK 2	JazRk	Down Town Jazz	27	113 (16)
	28	JAZZ ROCK 3	JazRk	Fusion Band	28	112 (32)
	29	SOUL ROCK	SolRk	Funky Soul Set	29	102 (16)
	30	SOUL BALLAD	SlBld	Sweet Soul	30	103 (0)
LATIN ROCK	31	CARIBBEAN ROCK	CrbRk	Rock on the Beach	31	118 (32)
	32	SAMBA ROCK 1	SmbRk	Organ Samba	32	116 (16)
	33	SAMBA ROCK 2	SmbRk	Funky Samba	33	117 (0)
	34	SALSA	Salsa	Cuban Brass	34	68 (32)
FUNK	35	FUNK 1	Funk	Straight & Funky	35	110 (16)
	36	FUNK 2	Funk	Organ Funk	36	110 (0)
	37	FUNK 3	Funk	Funky Solo	37	110 (32)
	38	FUNK SHUFFLE	FunkS	Stevie's Funk	38	65 (0)
	39	ELECTRO POP 1	ElPop	Pop Hits	39	108 (16)
	40	ELECTRO POP 2	ElPop	Pizzicato Voice	40	109 (0)
	41	ELECTRO POP 3	ElPop	Guitar Synth Brass	41	109 (16)
DANCE POP	42	DANCE POP 1	DcPop	Dance House	42	127 (0)
	43	DANCE POP 2	DcPop	Techno-Funk	43	127 (16)
	44	EURO POP	EurPp	Dance, Dance, Dance	44	120 (48)
	45	DISCO 1	Disco	Disco Synth	45	124 (32)
	46	DISCO 2	Disco	Toy Disco	46	124 (16)
	47	DISCO 3	Disco	Spanish Disco	47	122 (0)
	48	DISCO POP	DscPp	Disco Queen	48	123 (48)
ROCK (OTHERS)	49	ROCK BALLAD 1	RkBld	50's Guitar Ballad	49	74 (32)
	50	ROCK BALLAD 2	RkBld	Standard Piano Ballad	50	75 (0)
	51	SHUFFLE BOOGIE	SflBg	Boogie Keys	51	77 (32)

GROUP	NO.	RHYTHM	DISPLAY (KN650)	ONE TOUCH PLAY	MIDI PROGRAM CHANGE DATA	
					NORM	TECH
ROCK (OTHERS)	52	SHUFFLE ROCK'N'ROLL	SflRk	Saxy Shuffle	52	76 (48)
	53	SWING ROCK 1	SwgRk	Jazzy Swing Rock	53	72 (48)
	54	SWING ROCK 2	SwgRk	Swinging Ballad	54	64 (0)
SWING	55	BIG BAND 1	BBand	Swinging Sax Set	55	38 (16)
	56	BIG BAND 2	BBand	Fast Big Band	56	36 (32)
	57	BIG BAND BALLAD	BBBld	Miller Reeds	57	39 (16)
	58	JAZZ COMBO 1	JComb	Mute Combo	58	25 (0)
	59	JAZZ COMBO 2	JComb	Jam Session	59	32 (48)
	60	JAZZ BALLAD 1	JBlad	Sax Ballad	60	45 (0)
	61	JAZZ BALLAD 2	JBlad	Blown Standards	61	35 (0)
	62	ORCHESTRA SWING	OrSwg	The Big Event	62	37 (0)
	63	MODERN JAZZ 1	ModnJ	Modern Flugel	63	40 (16)
	64	MODERN JAZZ 2	ModnJ	Miles Away	64	40 (0)
TRAD JAZZ	65	CHARLESTON	Charl	Honky Tonk	65	24 (16)
	66	DIXIE	Dixie	The Sound of New Orleans	66	24 (32)
	67	JAZZ WALTZ 1	JWalz	Jazz Waltz Combo	67	46 (16)
	68	JAZZ WALTZ 2	JWalz	Toots's 3/4 Combo	68	46 (0)
	69	SWING WALTZ	SWalz	Valse D'Elegance	69	12 (0)
TRADITIONAL	70	SIMPLE WALTZ	SWalz	Waltzing Flutes	70	13 (0)
	71	WALTZ	Waltz	Evergreen Waltz	71	11 (16)
	72	VIENNA WALTZ	VWalz	Strauss & Co.	72	9 (16)
	73	GERMAN WALTZ	GWalz	Bavaria On Stage	73	10 (16)
	74	STRAIGHT 4	Strt4	Whistle & Dance	74	29 (48)
	75	MARCH 2/4	March	Marching School Band	75	0 (32)
	76	GERMAN MARCH 2/4	GmMch	German March Band	76	1 (0)
	77	U.S.A. MARCH 6/8	USMch	Military Band	77	2 (0)
	78	POLKA 2/4	Polka	It's Polka Time	78	4 (32)
	79	POLKA 6/8	Polka	Mussette Polka	79	5 (0)
	80	COUNTRY 1	Cntry	Light Country	80	16 (0)
	81	COUNTRY 2	Cntry	Country Swing	81	17 (16)
	82	BLUEGRASS	Blgrs	Pickin' Band	82	20 (16)
	83	FOXTROT	Foxtr	Anniversary Band	83	29 (32)
	84	HAWAIIAN 1	Hawai	Hawaiian Romance	84	22 (16)
	85	HAWAIIAN 2	Hawai	Hula Band	85	22 (0)
LATIN	86	RHUMBA	Rumba	Spanish Guitar	86	58 (16)
	87	BEGUINE	Begin	Shall We Dance?	87	59 (0)
	88	MAMBO 1	Mambo	Latin Band	88	56 (16)
	89	MAMBO 2	Mambo	Mambo Piano	89	66 (0)
	90	CHA CHA	ChCha	Latin American Dance	90	57 (16)
	91	REGGAE	Regae	Reggae Organ	91	71 (0)
	92	SAMBA 1	Samba	Flute Samba	92	51 (32)
	93	SAMBA 2	Samba	Steel Band Samba	93	51 (16)
	94	BOSSANOVA 1	BsNva	Vocal Bossa	94	48 (16)
	95	BOSSANOVA 2	BsNva	Standard Bossa	95	50 (16)
	96	MODERN BOSSA	MBosa	Modern Latin Combo	96	49 (0)
	97	FOLKLORE	Flklr	Latin Folklore	97	61 (0)
	98	TANGO	Tango	Accordion Tango	98	53 (32)
	99	HABANERA (KN550)	—	South American Traditional	99	55 (0)
	99	COMPOSER (KN650)	Cmpsr	—	99	0 (128)

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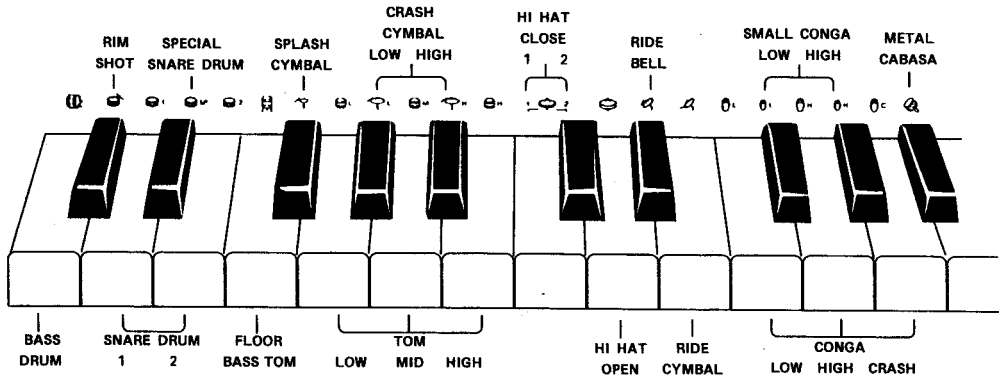
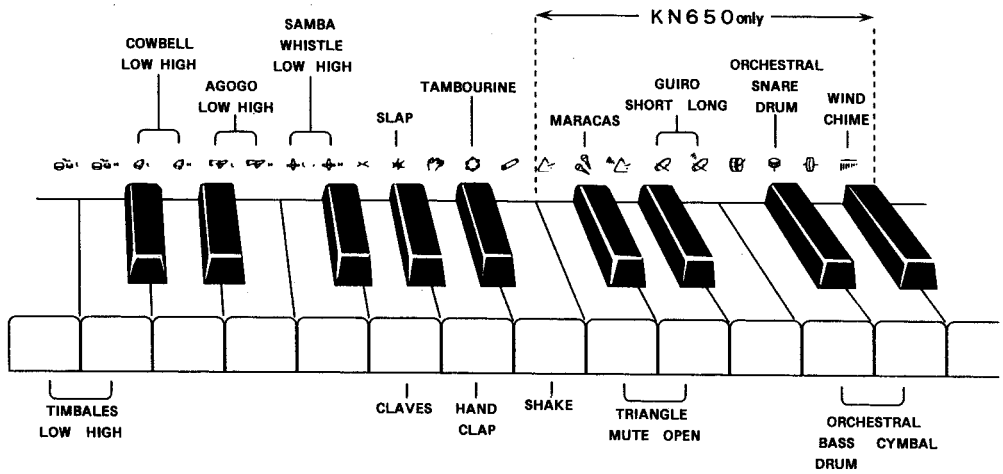
KEYBOARD PERCUSSION





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